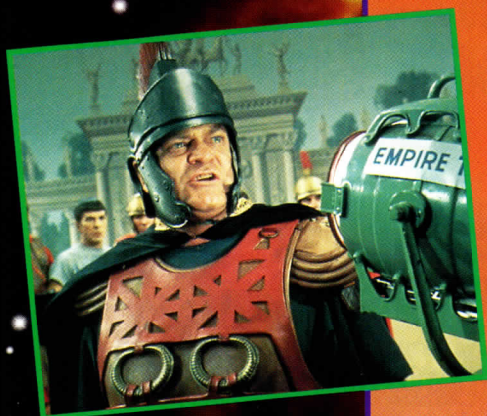




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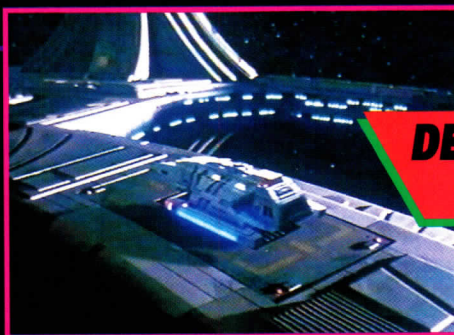
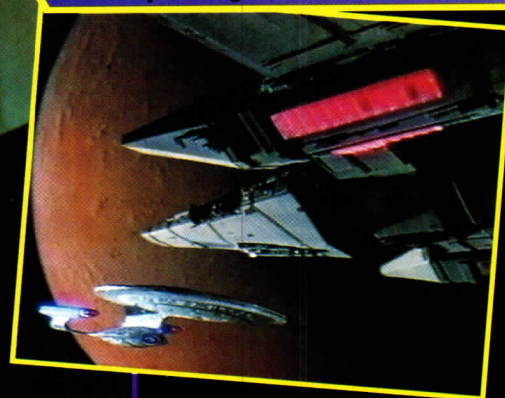
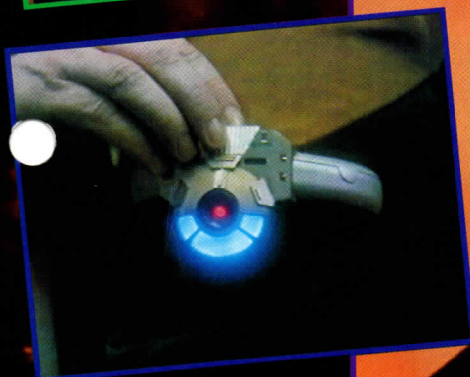


Dax's Past Hosts
Living many lives to the full

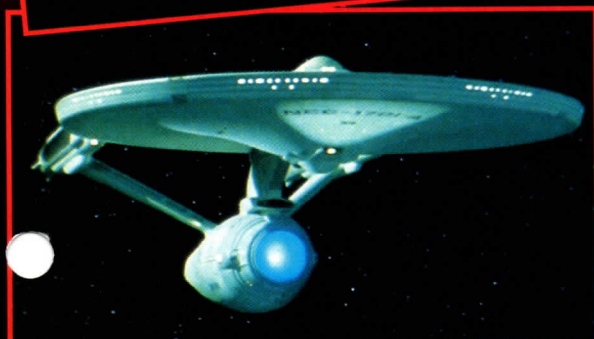
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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 30

ALPHA QUADRANT



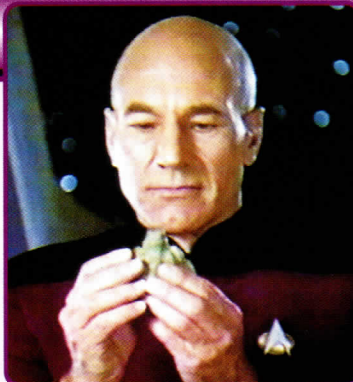
CHARTING
THE GALAXY

KEA IV

CLASS-M PLANET

Captain Jean-Luc Picard's keen interest in archeology prompts him to research and present a paper on the finds of **Kea IV** at a symposium.

Picard has an abiding interest in archeology, and manages to attend academic seminars, such as the symposium where he presents a paper in 2368.



KENDA II

CLASS-M PLANET

Distinguished doctor and friend of **Beverly Crusher**, **Dalen Quai**ce, resides on **Kenda II**, a **Federation** member planet.

After his wife dies, the U.S.S. ENTERPRISE transports Dr. Dalen Quaice back to his native planet. **Dr. Crusher** is particularly pleased to see her old mentor.

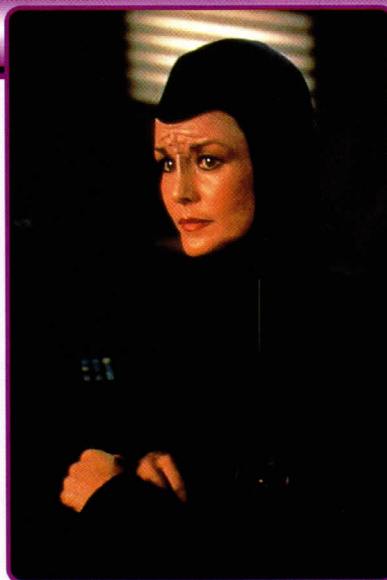


HESPRYTT III

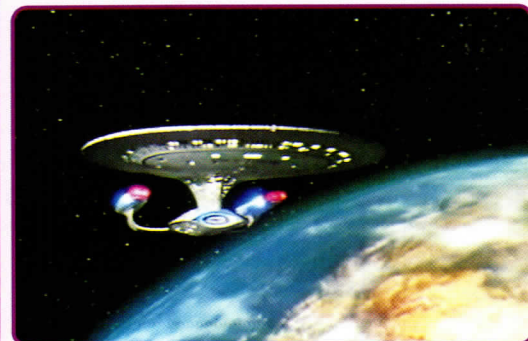
CLASS-M PLANET

This **Class-M** planet is populated by two distinct groups of humanoids: the **Kes** and the **Prytt**. The **Kes** control nearly three quarters of the planet, and the **Prytt** control the remaining quarter. In 2370, the **Kes** government requests to be evaluated for associate membership of the **Federation**, but the xenophobic **Prytt** want nothing to do with the idea. This presents a major problem, because in the past all **Federation** member worlds have joined as a unified whole. The fanatical **Prytt** even resort to taking **Federation** officers prisoner in their efforts to stop the **Kes** and their membership aspirations. Both the **Kes** and the **Prytt** are stubborn and suspicious, and are unwilling to sort out their differences. The two groups are known to have gone almost 100 years without any formal diplomatic contact.

Both groups have distinctive ridges, similar to **Bajoran** facial markings, that run from the nose to the mid-cranium. The planet's surface contains large bodies of water and land masses with vegetation. Subterranean lava flows are also in evidence.



Both the Kes and the Prytt are paranoid and assume that the other race is seeking military aid from the Federation. The Prytt take Captain Picard and Dr. Crusher captive to interrogate them.



The U.S.S. ENTERPRISE comes to Kesprytt III in 2370 to consider the planet's application for Federation membership. Picard has doubts, as there is no unified government.



Kesprytt is a Class-M world, and the surface closely resembles that of Earth. The days are warm and the nights are cold.

HESSICK IV

CLASS-M PLANET

A **Federation** colony is located on **Kessick IV**. This is where **U.S.S. Voyager** Chief Engineer **B'Elanna Torres** grew up with her **Klingon** mother and human father. Childhood on **Kessick** was very difficult for **B'Elanna**, as she and her mother were the only **Klingons** in the colony. Her father left when she was five, and with relations between the **Federation** and the **Klingon Empire** less than perfect, **B'Elanna** and her mother stood out from the crowd.



B'Elanna Torres spent an unhappy childhood on Kessick IV. She was the only Klingon child on the colony and was very self-conscious.



CHARTING
THE GALAXY

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FILE 3

CARD 3Q

ALPHA QUADRANT



CHARTING
THE GALAXY

KHEFKA IV

CLASS-M PLANET

Homeworld to **Mareel**, who met the unsuccessful **Trill** initiate **Verad** here. They later form a relationship which culminates in the stealing of the **Dax** symbiont from **Jadzia's** body.

Mareel meets Verad on Khefka IV. They become very close, and she assists him in his plan to steal the Dax symbiont from its current host, Jadzia. But Mareel is disappointed to discover that Verad Dax is very different from the man she knew.



KHOLFA II

CLASS-M PLANET

In 2370, **Kholfa II** is home to a famous **Ferengi** entrepreneur named **Plegg**. In one of his many schemes, **Quark** tries selling pieces of Plegg's remains to fellow Ferengi, even though he is still alive.

KLAESTRON IV

CLASS-M PLANET

Federation member planet which is also an ally of the **Cardassians**. **Ilon Tandro** hails from **Klaestron IV**.

KLAVDIA III

CLASS: UNKNOWN

Although considered inhospitable, **Klavdia III** is able to support the young shapeshifter named **Salia**, who spends her early life here. Originally from **Daled IV**, **Salia** is raised in the safe and neutral environment of **Klavdia III** in order to remain non-partisan when she later becomes leader of her divided homeworld.

The dense atmosphere on Klavdia III prevents the U.S.S. ENTERPRISE from establishing visual communication with anyone on the surface. The planet seems barely capable of supporting life.



Klavdia III provides an ideal environment for the shapeshifting species that is native to Daled IV. Anya raises the young Salia here, where she is able to prepare for her future role as leader of her people.

KORA II

CLASS-M PLANET

Planet in the **Cardassian Empire**. Home for five years to **Aamin Marritza**, a Cardassian file clerk whose guilt over his people's atrocities against the **Bajorans** at the **Gallitep labor camp** inspires him to pose as **Gul Darhe'el**, the Cardassian in charge of Gallitep. Marritza hopes to face trial and expose Cardassia's crimes. In 2369, Marritza's life is taken on **Deep Space Nine** by an angry Bajoran three days before he is scheduled to return to **Kora II**.



Aamin Marritza is a filing clerk at the Gallitep labor camp. After the end of the war with Bajor he moves to Kora II, where he teaches filing. But he cannot escape the guilt that plagues him.

KOSTOLAIN

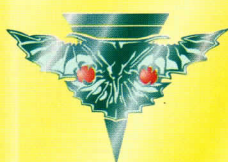
CLASS-M PLANET

Home to **Minister Campio** and **Protocol Master Erko**. This highly traditional society adheres to a rather strict standard of protocol. The minister and his accompanying protocol master dress in dark, drab colors. The humanoids of **Kostolain** have extended ear lobes and a distinctive V-shaped ridge running from the top of the nose up the forehead.

The inhabitants of Kostolain take protocol very seriously. Minister Campio has clear ideas about how one should behave.



While on Kora II, Marritza begins the complex process of transforming himself into the monstrous Gul Darhe'el. He is surgically altered to resemble his former commander, and plans to face trial in Darhe'el's place.



THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12

CARD 6



THE ROMULAN
STAR EMPIRE

ROMULANS AND KLINGONS

The Romulans and the Klingons have been at each other's throats for generations. To the Klingons, the Romulans are without honor; and to the Romulans, the Klingons are little better than animals.

The Romulans have a long history of involvement with the Klingons, and although there have been periods of peace between the two races their relationship has been predominantly bloody, and is now marked by extreme enmity.

There are some obvious similarities between these two great powers. The Romulans and Klingons are emotional people, and both tend to be warlike. However, their different approaches generate

nothing but disgust in the other. Klingons devote their lives to the pursuit of honor, and believe that it is important to die a noble death in battle. The Romulans consider themselves to be deeply cultured and civilized; to them, war is a tool to be used for the furtherance of the Romulan Empire and is not an end in itself. They regard the Klingons' violent approach to life as needlessly brutal.

Klingon attacks tend to be direct, but Romulans often test the resolve of an



A Romulan and a Klingon sitting down to dinner together is a rare sight. However, in the Carraya system the Romulan Tokath has established a prison camp, where he and his Klingon prisoners have learned to coexist peacefully.

For the most part, the Romulans and the Klingons are divided by a violent hatred. This has been caused partly by surprise Romulan attacks on Klingon colonies and constant Romulan attempts to destabilize the Klingon government.



BRIEF ALLIANCE

Ships for technology

Despite their long history of conflict, the Romulans and Klingons have managed a brief alliance. In the 2260s they combined forces against the Federation and exchanged important technology. The Romulans were given advanced Klingon ship designs, and in return the Klingons were given access to the Romulans' cloaking technology.

In 2268, the Romulans are using ships based on the design of the KLINGON D7 BATTLE CRUISER. These are vastly superior to the ROMULAN BIRD-OF-PREY, which was not equipped with warp engines. The exchange of technology gives the Klingons the cloaking device which becomes standard on all their vessels.



However, by the early 2270s the alliance is in tatters. The Klingons have won the Battle of Klach D'kel Brakt, and the Romulans have been involved in a plot to prevent the Klingons entering into peace negotiations with the Federation. Since then there has been no sign of peace between the two powers.

enemy before committing to military action. To Klingons, politics and sneak attacks are an unfortunate necessity of life and war; to the Romulans they are a way of life. Consequently, the Klingons regard the Romulans as cowardly and deceitful.

Uncompromising hatred

The hatred that has grown up between these two peoples is so extreme that the average Romulan or Klingon would rather die than ask a member of the other race for help. In fact, this is exactly what happens in 2366, when the crew of the **U.S.S. Enterprise NCC-1701-D** rescue a wounded Romulan soldier from **Galarndon Core**.

The Romulan is in desperate need of a **ribosome infusion**, without which he will die. The only compatible donor available is the Klingon security chief, **Mr. Worf**. Worf refuses to help and the Romulan agrees with him, claiming that he would rather die than have any part of a Klingon inside him.

The poor relationship between the Romulans and the Klingons is not entirely a result of their different approaches to life. Over the years, several events have ensured that the two peoples have stayed at one another's throats.

Except for a short period of cooperation in the late 23rd century, relations between the Romulan and Klingon Empires have been



As part of a complex plot to drive the Klingons apart from the Federation, Romulan intelligence operatives kidnap Geordi La Forge and brainwash him into trying to assassinate the Kriosian governor Vagh.



THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12

CARD 6

ROMULANS AND KLINGONS



THE ROMULAN
STAR EMPIRE



characterized by mistrust and unprovoked attacks. The Klingons achieve some famous victories, such as the **Battle of Klach D'kel Brakt** in 2271. But on several occasions the Romulans are the aggressors, taking advantage of unprepared and often unarmed civilian populations.

In 2344, the Romulans attack a Klingon outpost at **Narendra III**. Although the attack is successful, it has the unintended side effect of driving the Klingons and the Federation closer together. A Federation vessel, the **U.S.S.**

Enterprise NCC-1701-C under the command of **Captain Rachel Garrett**, helps to defend the base, but is lost in the battle. This honorable act impresses the Klingons, and persuades them that they can trust the Federation.

Cowardly attack

Two years later Romulan forces attack a Klingon base at **Khitomer**, massacring 4,000 Klingons. For the Klingons, this attack becomes an important symbol of the Romulans' infamous behavior, and ensures that the two powers remain enemies

for years to come.

The attack is only successful because the Romulans have maintained contact with some potential allies within the Klingon Empire. The Romulans have long planned to install a puppet government to rule the Klingon Empire, and have recruited the help of ambitious Klingons who are willing to sacrifice their honor to gain power. One of these, **Ja'rod**, supplies the Romulans with secret defense codes that allow the massacre to take place.

Unknown to anyone but the Romulans, a prison camp is set up by a

Lursa and B'Etor are backed by the Romulans, but they still need help to win the Klingon civil war. Against Romulan advice, they kidnap Worf and try to persuade him to join them, without success.

Romulan officer named **Tokath** on **Carraya IV** to hold Klingons captured at **Khitomer**. Tokath refuses to execute his prisoners; and, disgraced by the fact that they are captured rather than killed, the Klingons refuse to go home.

As the years pass, it becomes clear that in the right circumstances Klingons and Romulans can cohabit successfully. The Romulan guards and Klingon prisoners grow comfortable with each other, and Tokath even takes a Klingon wife and fathers a daughter. His child, **Ba'el**, is a rare example of a mixed race Romulan/Klingon.

Away from **Carraya IV**, the cold war between the Romulans and the Klingons continues, with the Romulans making several

attempts to destabilize the Klingon government.

In the late 2360s these escalate as the Romulans plot to place the **House of Duras** at the head of the Klingon Empire. The first phase of their plan is successful, and **Duras**, who is the son of **Ja'rod**, manages to poison **K'mpec**, the leader of the **Klingon High Council**. However, after this the Romulan plans begin to collapse.

Duras had hoped that he would succeed **K'mpec** as leader of the High Council. However, his involvement with **K'mpec's** death and the Romulans is uncovered, and shortly afterward he is killed in a revenge attack by **Worf**.

The Romulans are now forced to support **Duras's** illegitimate son, **Toral**. Because **Toral** is only a boy he has little success with a legal claim to **Duras's** position, and with Romulan support, the **Duras** family start a civil war. The Federation prevents the Romulans from offering direct aid, and the **Duras** family is defeated.

The Dominion threat has occasionally brought the Romulans, the Klingons and the Federation together in an uneasy alliance on **DEEP SPACE NINE**.

SHOWING THE WAY

The only one of her kind

Ba'el is an oddity – a mixed race Romulan/Klingon. Most Klingons would be shocked to even consider the possibility of mating with a Romulan, and there is no question that **Ba'el** would find life within the Klingon Empire impossible. Klingon DNA seems to be dominant, and only **Ba'el's** pointed ears reveal her Romulan heritage.



Worf is shocked to learn that **Tokath** has taken a Klingon wife. As far as he is concerned, Romulans are without honor. However, during his time on **Carraya IV** he comes to realize that things are not always as simple as he has believed.

Worf finds **Ba'el** attractive, but is repulsed by her Romulan roots. She has no idea about the enmity that exists between her parents' people, and is shocked by Worf's attitude. Worf does manage to overcome his prejudice where any other Klingon might not.

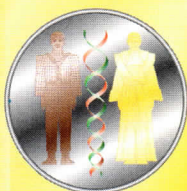


ROMULAN FACTS

Tokath is responsible for approximately 100 Klingon prisoners who were taken at **Khitomer**. He sacrifices his career to establish a prison camp which the Klingon authorities have no idea about.

A Klingon ship takes **Captain Picard** and **Data** into the heart of Romulan space, when they attempt to find out what has happened to **Ambassador Spock**.

Worf's parents were killed in the Romulan attack on **Khitomer**.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 21

PLANET 892-IV



OTHER GROUPS
AND RACES

Planet 892-IV has enjoyed peace for more than 400 years, but it is ruled by a fascist government that brutally suppresses the society's slaves and their pacifist beliefs.

The fourth planet of **Star System 892** is a **Class-M** planet that bears many similarities to Earth. **Planet IV's** atmospheric composition, water-to-land ratio, equatorial diameter, and density are, bizarrely, identical to Earth's. In an extraordinary example of **Hodgkin's Law of Parallel Planet Development**, the inhabitants have also developed a culture which closely parallels that of Earth; the planet has reached the technological level of Earth's 20th century and the inhabitants have built industrialized cities, complete with familiar technologies such as radio and television. The cities

have communication capabilities, excellent road systems, power transportation, and the pollution that accompanies it.

Eternal Rome

Society on Planet IV is fascist, and is structurally very similar to the Roman culture which flourished on Earth for over 1,000 years. It is an ordered world, very conservative and free from chaos. It is ruled by emperors who can trace their lineage back 2,000 years, and the society has developed to reflect time-honored strengths and 'virtues'. There has not been a war on Planet IV for over 400 years, but the culture on the planet ignores human rights in

a way which became unacceptable on Earth. Slavery and gladiatorial combat are institutionalized.

Slaves have duties that range from being gladiator fighters for the evening's broadcast to being personal slaves whose only responsibility is to be beautiful and to please their masters. They are dressed in gray uniforms, battle gear or revealing attire.

They are not free to come and go as they please, and are not treated equally under the law.

▶ **When members of the U.S.S. ENTERPRISE crew visit Planet 892-IV, they are taken prisoner and forced to take part in the games.**

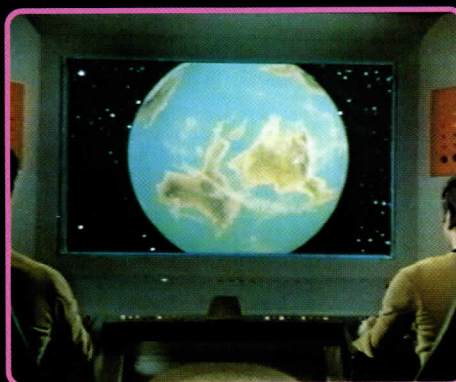


▶ **The planet is governed by a ruling class. After he crash-lands, John Merrick joins them and adopts the name Merrikus. He is a close friend of Proconsul Claudius Marcus, a traditionalist who persecutes the planet's slaves and aggressively supports the status quo.**

STRANGE PARALLELS

Ancient empire

Planet 892-IV is unified under a 2,000-year-old Empire. The system of government is fascist, and the majority of the inhabitants are governed by a ruling class. This has given the planet an extended period of peace, but the slaves and their pacifist philosophy are brutally suppressed. The populace are entertained by armed combat; gladiatorial contests are regularly televised, and are extremely popular.



▶ **Planet IV is one of several worlds that Starfleet has encountered which closely resemble Earth. The existence of these 'parallel' Earths has never been satisfactorily explained.**

▶ **Society on Planet IV is very similar to the Roman Empire. However, on this world the Empire has survived for more than 2,000 years. Although the level of technology has advanced, slavery persists, and the citizens still dress in traditional clothing.**

Designation	Planet 892-IV
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Government	Unified under a fascist government. The entire planet is ruled by an emperor. The society closely resembles Earth's Roman period.
Technology	Roughly equivalent to 20th century Earth.
Society	The people are either citizens, who have full rights, or slaves, who have limited rights.
Entertainment	Televised gladiatorial games are the principle form of entertainment on Planet IV.
Starship Log	STAR TREK: The Original Series 'Bread and Circuses'

GALAXY FACTS

- ▶ Planet 892-IV is only one of the parallel Earths encountered by the *Enterprise*. Others include Miri's planet and Omega IV.
- ▶ Kirk's party at first believe that the slaves are 'followers of the sun' rather than the 'Son', a Messiah-like figure.

despite having rebelled against their rulers years ago; the rebellions were suppressed. However, with each new century the slaves acquired additional legal entitlements, and now enjoy the right to medicine and government payments in old age.

Children of the Son

Many slaves are content with these modest entitlements, but others have formed a pacifist movement. They call themselves the 'Children of the Son', and preach a powerful message of love and brotherhood among all men. The authorities have tried to disrupt this movement and have succeeded in keeping the 'message of the Son' from the slaves for centuries. However, the Son's teaching that 'all men are brothers' and 'peace is the only way' is too strong to remain suppressed forever.

The rebel slaves live a primitive existence in caves not far from the city. They live peacefully among themselves, but they are occasionally captured by the police and forced to fight in gruesome public displays of violence.

Rulers like Proconsul Claudius Marcus keep slaves and citizens alike from the philosophy of the Son. Using mass media and propaganda, he belittles the beliefs of those who follow the word of the Christ-like figure. The Proconsul is



OTHER GROUPS AND RACES

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FILE 18

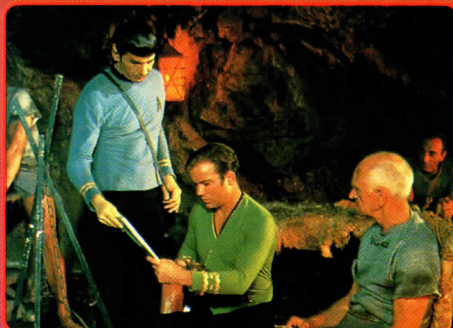
CARD 21

PLANET 892-IV



OTHER GROUPS AND RACES

▶ Although modern weapons are available, gladiatorial combat is still carried out using traditional weapons such as swords.



▶ Kirk discovers that the downtrodden citizens have banded together in a spiritual underground movement who call themselves the 'Children of the Son' and preach a message of peace.

completely convinced that the Roman way of life is superior, and is unwilling to tolerate any alternative points of view. Consequently, the Children of the Son often find themselves fighting in the televised gladiatorial combats that

are the mainstay of the population's entertainment. The television programming features regular broadcasts of fights in which barbarians and slaves battle to the death before a live audience in a show called 'Name the



Winner'. These shows are dependent on audience rating systems and advertising revenue.

Contamination

The Federation becomes involved when the crew of the *U.S.S. Enterprise NCC-1701* attempt to retrieve a Federation citizen, Captain R.M. Merrick, who has joined the society of Planet IV as First Citizen Merrikus. Merrick was persuaded to stay by Proconsul Marcus, who is determined to protect his

world from contamination by outsiders. Merrick is now the 'lord of the games', a calculating butcher with a cold demeanor. Those members of Merrick's crew who refused to cooperate died at the hands of gladiators. Any deviation from the rules of the game, or from the tyrannical rule of Proconsul Marcus, results in an immediate death sentence.

When Captain Kirk eventually contacts Merrick, he appears to be completely happy with his new life. However, Kirk eventually pricks his conscience and Merrick sacrifices his own life while helping the *Enterprise* landing party to escape.



▶ Kirk and the U.S.S. ENTERPRISE landing party are held in a prison before being forced to fight one another in the gladiatorial ring.

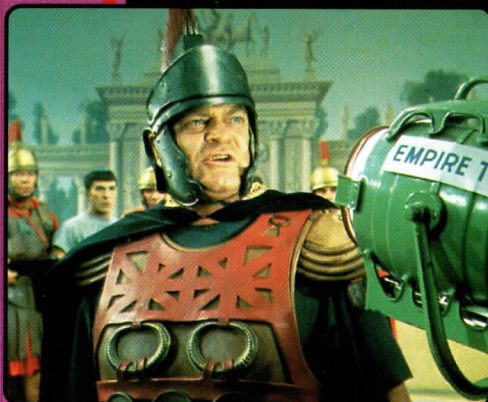
BRUTAL GAMES

The night's entertainment

Gladiatorial combat is the most popular form of entertainment, and successful gladiators such as Flavius Maximus become famous. The bouts are broadcast from a television studio, with

only a few officials watching the event in person.

A typical evening's entertainment might begin with a fight between two slaves before moving on to a bout between two professional gladiators. Sometimes four gladiators fight simultaneously. The programming relies heavily on ratings and is sponsored by various commercial concerns, including the makers of the Jupiter 8, an automobile.



▶ The gladiatorial contests, which are televised, are extraordinarily popular with the inhabitants of Planet IV. Millions of viewers tune in to watch contestants fight to the death.



▶ Sponsorship is extremely important to television programming on Planet IV. Some of the gladiator contests are sponsored by the manufacturers of an automobile.

Particularly popular fights may be important enough to preempt news programming, and at least one program, 'Name the Winner', involves a degree of audience participation.



FILE 27 DEEP SPACE NINE

STATION:

DEEP SPACE NINE

SYSTEM:

AUXILIARY VESSELS

TYPE:

RUNABOUTS

Runabouts are small, warp-capable Federation starships. Those assigned to *Deep Space Nine* belong to the *Danube* class, and are used for short-range missions. The *Runabout* cockpit contains four crew seats, plus a two-person transporter. The midsection contains a detachable module, which can be changed for different mission profiles. The aft section contains living accommodation for up to 40 people, though normally *Runabouts* are designed to carry a maximum of eight.

In 2369, three *Runabouts* were

permanently assigned to *Deep Space Nine*. Since that time several additional *Runabouts* have been assigned to the station, to supplement the fleet or replace those ships destroyed in the line of duty. **Captain Sisko** has named all the *Runabouts* after major rivers on Earth.

At first, the *Runabouts* are used to explore the **Gamma Quadrant**, but since hostilities with the **Dominion** escalated this has become impossible.

▶ **RUNABOUTS** are used for a wide variety of missions, from survey projects to defending the station.



U.S.S. GANGES

One of the original *Runabouts* delivered to *Deep Space Nine* by the *U.S.S. Enterprise NCC-1701-D* in 2369.

Ship's registry: NCC-72454

Named for: The Ganges river in northern India and eastern Pakistan.

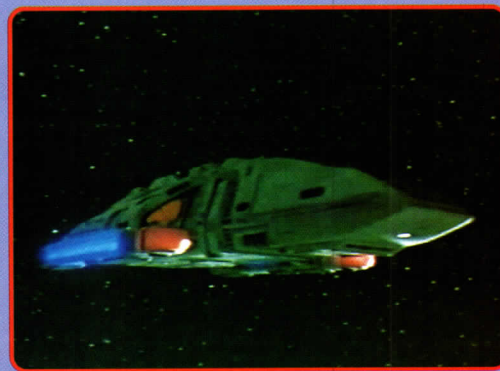
Operational history: **Dax** and **Ensign Pauley** take the *U.S.S. Ganges* on an exploratory mission to the **Gamma Quadrant** where they find the intergalactic archeologist, **Vash**. In 2369, **Constable Odo** uses the *Ganges*

to take **Croden** home to **Rakhar**. It is later used to evacuate *Deep Space Nine* when the station is attacked by an extremist group from **Bajor** known as the **Circle**.

Status: Destroyed by a **T'Lani** munitions cruiser in 2370 while its crew escape from the **T'Lani** and **Kellerun** governments.

First seen: 'Emissary' (DS9)

▶ In 2370, **Jake Sisko** and others are evacuated to **Bajor** on the *U.S.S. GANGES*.



U.S.S. MEKONG

The *U.S.S. Mekong* is assigned to *Deep Space Nine* in 2370 to replace the *U.S.S. Ganges*.

Ship's registry: NCC-72914

Named for: The Mekong river in southeast Asia which flows south to the China Sea.

Operational history: Used to intercept **Calvin Hudson** and a **Maquis** strike force which is trying to attack a weapons depot in order to disrupt a **Cardassian** supply operation. It also plays a key role in the rescue of

Commander Sisko, **Jake**, **Quark** and **Nog**, who have been detained by the **Dominion** on a planet in the **Gamma Quadrant**.

Status: Destroyed by **Jem'Hadar** forces during an unsuccessful **Romulan-Cardassian** offensive against the **Dominion** in the **Gamma Quadrant**.

First seen: 'Playing God' (DS9)

▶ **Dax** and **Odo** travel through the wormhole in the *U.S.S. MEKONG* to rescue their friends from the **Jem'Hadar**.



U.S.S. ORINOCO

The *U.S.S. Orinoco* enters service on *Deep Space Nine* in 2370.

Ship's registry: NCC-72905

Named for: The 1700-mile-long Orinoco river in Venezuela.

Operational history: First used in the evacuation of *Deep Space Nine* during violent **Denorios Belt** plasma storms in 2370. During the battle with the **Maquis** at the **Bryma** colony, it sustains major damage, but is later retrieved and repaired. In 2370,

Major Kira and **Dr. Bashir** take the *Orinoco* to rescue **Commander Sisko** from the **Jem'Hadar**, and return from the **Gamma Quadrant** relatively unscathed.

Status: Destroyed in 2371 when it is sabotaged by 'The True Way' sect while returning to *Deep Space Nine*.

First seen: 'The Siege' (DS9)

▶ The *U.S.S. ORINOCO* is sent to the rescue when **Sisko** and **O'Brien** fail to return from a survey mission.





DEEP SPACE NINE RUNABOUTS

U.S.S. RIO GRANDE

One of the first three *Runabouts* assigned to *Deep Space Nine* in 2369.

Ship's registry: NCC-72452

Named for: The river in the North American Continent.

Operational history: The *U.S.S. Rio Grande* discovers the *Bajoran wormhole*. It is almost destroyed when flown toward a star to cover up the existence of the *Paradise*

Colony. Dax, Worf and Kor use it when they discover the *Sword of Kahless*. In 2372 it crashes on an ice planet, but is retrieved by the *U.S.S. Defiant*.

Status: Operational.

First seen: 'Emissary' (DS9)

▶ *The U.S.S. RIO GRANDE is the first Runabout to travel through the Bajoran wormhole.*



U.S.S. RUBICON

This *Runabout* is assigned to *Deep Space Nine* in 2371 to replace the *U.S.S. Mekong*.

Ship's registry: NCC-72936

Named for: The Italian river that was of strategic importance to Caesar in 49 B.C.

Operational history: The vessel is forced to land on *Bopak III* in the *Gamma Quadrant* and is captured with its crew, *Dr. Bashir* and

Chief O'Brien, by a group of rebel *Jem'Hadar* who want help in finding a cure for their genetic drug addiction. In 2372, it is used in defence of *Deep Space Nine* during an apparent invasion by *Dominion* forces.

Status: Operational.

First seen: 'Family Business' (DS9)

▶ *Commander Sisko reveals the new runabout's name to Major Kira.*



U.S.S. VOLGA

The *U.S.S. Volga* is on active duty at *Deep Space Nine* from 2371.

Named for: The *Volga* river in the east of Earth's European Continent.

Operational history: The *Volga* is used to take *Keiko O'Brien* to study the botanical mysteries on *Torad V* in the *Gamma Quadrant*. On its return to *Deep Space Nine*, it is hit and damaged by an asteroid. It is later used to take *Captain Sisko* through

the wormhole on a mission to examine the mining potential of a small planet.

Status: Destroyed by a *Jem'Hadar* ship.

First seen: 'Body Parts' (DS9)

▶ *The accident in the asteroid belt that damages the U.S.S. VOLGA forces Dr. Bashir to transport Keiko O'Brien's baby into Major Kira's womb. Kira goes on to complete the pregnancy and, although the VOLGA is seriously damaged, it is repaired.*



U.S.S. YANGTZE KIANG

One of the three *Runabouts* delivered to *Deep Space Nine* by the *U.S.S. Enterprise NCC-1701-D* in 2369.

Ship's registry: NCC-72453

Named for: The river Yangtze Kiang in China.

Operational history: In 2369 *Commander Sisko* uses the *U.S.S. Yangtze Kiang* to take *Kai Opaka* through the wormhole. The ship responds to a distress call and crashes onto

a *Class-M* moon. *Dr. Bashir* uses medical equipment from the *Runabout* to help the injured humanoids they encounter. He finds that his efforts are wasted as they are being healed and kept alive by artificial means. For this reason, *Kai Opaka* has to remain on the planet.

Status: Destroyed in the *Gamma Quadrant*.

First seen: 'Emissary' (DS9)

▶ *Dr. Bashir uses the medical equipment aboard the U.S.S. YANGTZE KIANG to determine that the inhabitants of the planet cannot leave because they are being kept alive artificially.*



U.S.S. YUKON

The *U.S.S. Yukon* is on active duty on *Deep Space Nine* in 2371.

Named for: The Yukon river in the North American Continent.

Operational history: In 2371, the *Yukon* picks up evidence of an illegal *Klingon* operation to lay minefields. In 2372, it is stolen by a *Changeling* who attempts to destroy a combined *Klingon*, *Federation* and *Romulan* fleet by fitting it with a *trilithium*

bomb and using it to blow up the *Bajoran* sun. The *U.S.S. Defiant* uses a tractor beam to pull it off course and save the fleet.

Status: Destroyed by a *trilithium* bomb, near the *Bajoran* sun.

First seen: 'The Sons of Mogh' (DS9)

▶ *Chief O'Brien and Major Kira are on the YUKON when they encounter an energy discharge which turns out to be a Klingon mine.*



The Tamarian Vessel

The **Children of Tama** are a mysterious and incomprehensible race; their vessels show evidence of a sophisticated technology that appears, in some respects at least, to be superior to that of the **Federation**.

The race known as the **Children of Tama** have encountered the **Federation** eight times in 100 years. On the first seven occasions, the two parties are unable to establish communications. The problem is not caused by technology; the **Tamarian** and Federation vessels are equipped with compatible communications devices, and the Tamarians manage to hail Federation vessels without any difficulty. The problem that the Children of Tama face in dealing with the Federation is essentially philosophical. Their language has developed in a completely different way to those of Federation species, and relies entirely on

references to semi-mythical events.

This is a startling example of the way in which cultures can diverge; it seems that, like their language, Tamarian technology has developed in a slightly different way to the Federation's. While the Tamarian vessel may seem similar to many

The Tamarian vessel is commanded by Captain Dathon. He risks his life on El-Adrel IV in a desperate attempt to finally establish communication with the Federation.



The Tamarian vessel is somewhat larger than a GALAXY-class starship. It is equipped with powerful shields and very precise weaponry. It also has an unusual device which can be used to ionize the atmosphere of a planet.

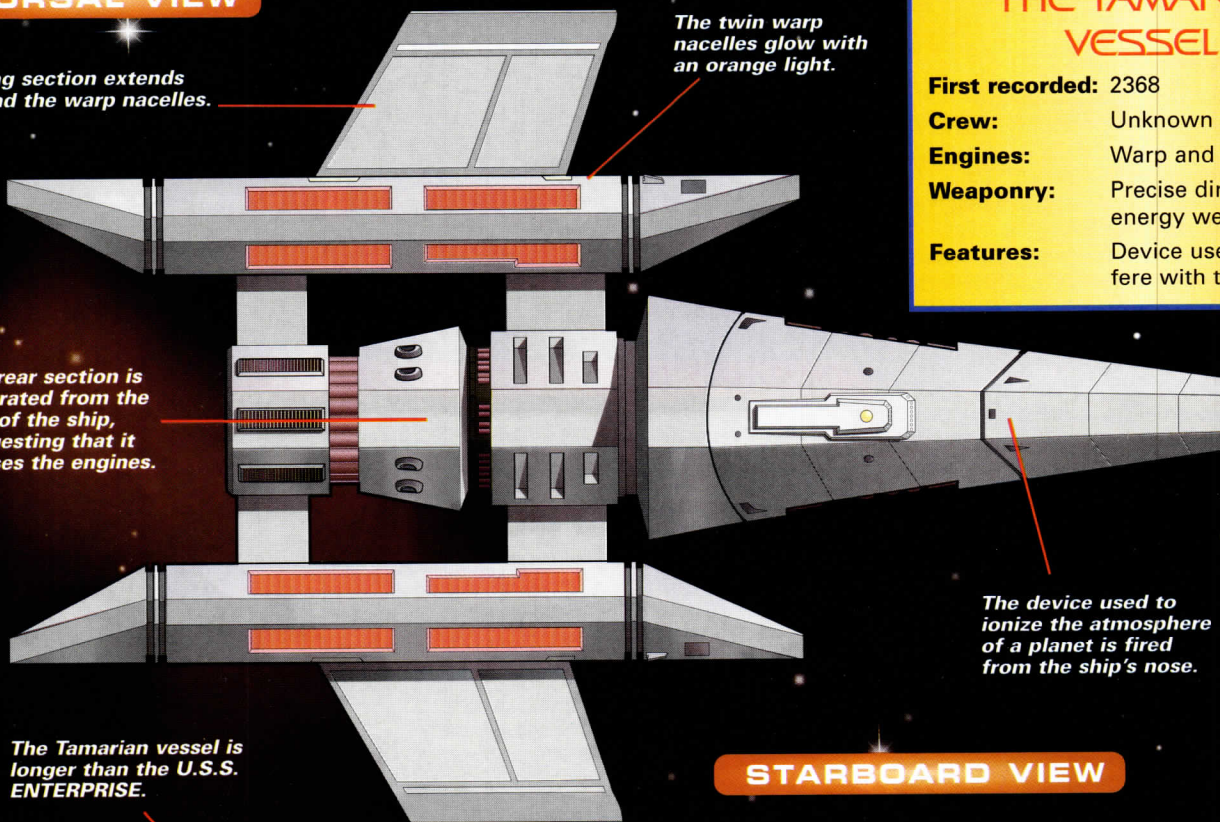


DORSAL VIEW

A wing section extends beyond the warp nacelles.

The twin warp nacelles glow with an orange light.

The rear section is separated from the rest of the ship, suggesting that it houses the engines.



The Tamarian vessel is longer than the U.S.S. ENTERPRISE.

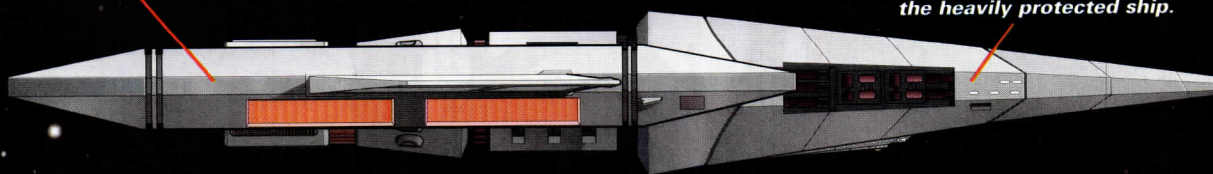
THE TAMARIAN VESSEL

First recorded: 2368
Crew: Unknown
Engines: Warp and impulse
Weaponry: Precise directed energy weapons
Features: Device used to interfere with transporters

The device used to ionize the atmosphere of a planet is fired from the ship's nose.

STARBOARD VIEW

The Tamarian vessel's weaponry is concentrated at the front of the heavily protected ship.



The Tamarian Vessel

Federation ships, it also shows how different species have developed unique technologies.

In 2368, a Tamarian vessel takes up a position in the **El-Adrel star system** and begins to transmit a continuous message. The Federation despatches **Captain Jean-Luc Picard** and the **U.S.S. Enterprise NCC-1701-D** to meet the Tamarians.

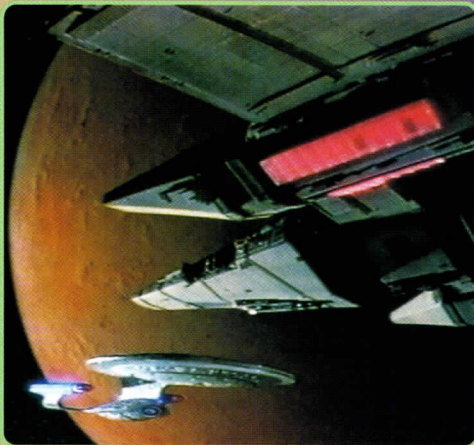
The Tamarian ship is approximately two to three times larger than the *Enterprise*; it is designed for interstellar travel and is fitted with warp engines. Its twin warp nacelles glow with an unusual orange light. Each nacelle is separated from the main body of the ship by two spars, and a substantial 'wing' section extends beyond the nacelles.

The bridge of the Tamarian ship, the only part of the interior glimpsed by the *Enterprise* crew, is brightly lit in reds and greens, a colorful contrast to the Tamarians' sedate, brown uniforms. It is a large and relatively spartan room. Most of the consoles are illuminated with red lighting, while the vertical, clear, hanging panels that apparently house controls and monitoring screens are lined with green light. The captain sits in the center of the bridge, and an officer who is clearly his second-in-command stands by his side. Two other Tamarians are visible in the background, monitoring their vertical screens. One of these appears to be a female. Undoubtedly, given the size of the ship, there are many more crew members elsewhere on board.

Disruptive power

The Tamarian ship is equipped with a transporter device, which the captain, **Dathon**, uses to transport himself and Captain Picard to the surface of the planet **El-Adrel IV**. The second-in-command then activates a powerful device which prevents the *Enterprise* from retrieving their missing captain. The Tamarians fire a beam from their vessel which generates a partial scattering field in the planet's ionosphere, resulting in a hyperionization that disrupts all EM and **subspace** carriers.

With the scattering field in place, the *Enterprise's* crew is unable to transport through it, or establish communication with anyone on the planet's surface. They are, however, still able



▲ The Tamarian vessel is larger, and apparently slightly more powerful, than the **U.S.S. ENTERPRISE NCC-1701-D**. Although heavily armed, it does not seem to be designed primarily for combat.



▲ On the bridge of the Tamarian vessel, only the Captain appears to be seated. Other officers stand at consoles which are located around the large, and rather bare, area.



▲ After Dathon has left, his second-in-command takes over. Although the Tamarians obviously have a hierarchical command structure, the second-in-command is not afraid to argue with his captain. Once he has accepted Dathon's decision, he follows orders to the letter.

to gather sensor data on events on the planet. Though the scattering range is initially concentrated in the upper D region of the ionosphere, the Tamarians are easily able to deepen it throughout the entire D region. The source of the scattering beam is in a polarity coil generator located aft of the Tamarian ship's heavily shielded warp drive.

Accurate weaponry

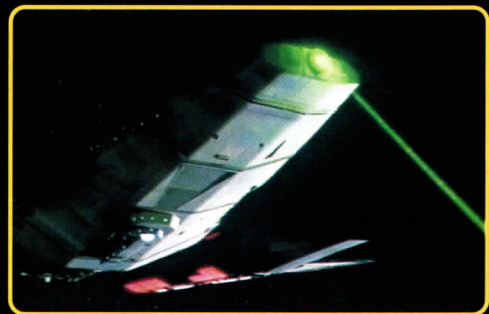
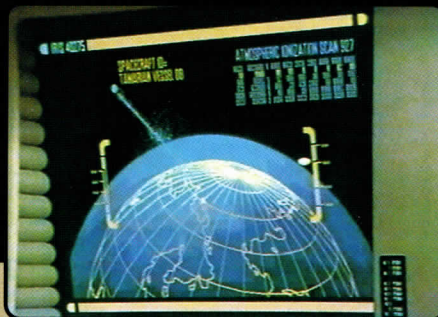
The Tamarian vessel is equipped with very precise weaponry and can fire on a shuttlecraft so accurately that only the starboard nacelle is rendered inoperable, leaving the crew unharmed. Such carefully directed energy blasts are preceded by a power surge in the ship's plasma reactor, leading one to surmise that their weapons are powered by plasma reactions. Like the *Enterprise*, the Tamarian ship has shields to protect itself. It appears evenly matched in firepower to the *Enterprise*. In fact, it may be slightly more powerful; its weapons fire penetrates the Federation ship's shields before its own shields collapse.

Events on El-Adrel IV help Captain Picard to understand the Tamarian language, and he returns to the *Enterprise* in time to prevent the Tamarian vessel from destroying his ship.

UNUSUAL WEAPON

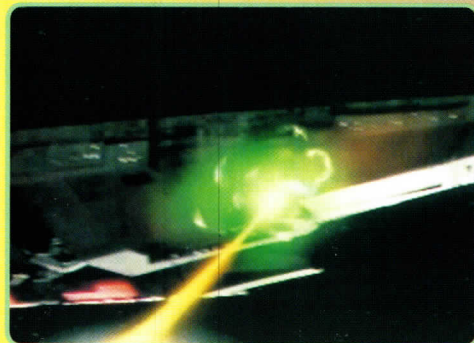
Generating interference

The Tamarian vessel is equipped with an unusual device which can seriously inhibit an opponent's communications with any personnel on a planet's surface. By generating a scattering field, they can prevent any form of EM or subspace carrier wave from reaching the surface. This means that it is impossible to use transporter devices or establish communications. Even the Tamarians have no way of counteracting the field.



▲ The Tamarian vessel is equipped with a device that can fire a particle beam which sets up a partial scattering field in a planet's ionosphere. It is powered by a polarity coil generator which is heavily protected from enemy attack.

▲ The Tamarian device hyperionizes the atmosphere of El-Adrel IV. This prevents anyone from transporting on or off the planet, and interferes with communications. When the *ENTERPRISE* attempts to overcome the ionization, the Tamarians increase its depth.



▲ The **U.S.S. ENTERPRISE**, with Commander Riker in command, is compelled to fire upon the Tamarian vessel. The language gulf between the Federation crew and the Tamarians almost causes mutual destruction. The Tamarians, though, may have the superior power.

FILE 43 STARFLEET PERSONNEL

Marla McGivers

Marla McGivers is a shy historian who falls in love with Khan, a genetically-engineered superman from the past who seems to be the embodiment of all her romantic dreams. She abandons her career to join him in exile, unaware that tragedy lies ahead.

While serving aboard the **U.S.S. Enterprise NCC-1701**, Lieutenant Marla McGivers, a beautiful, shy, and slightly inhibited historian, finds she has more free time on her hands than duties to perform. On the rare occasions when she is called to service, McGivers regards it almost as an inconvenience. She is far from being one of the ship's most dedicated officers. On one occasion, she even keeps a landing party, including **Captain Kirk**, waiting for her arrival.

Judging from McGivers' cluttered quarters, crowded with paintings and sculpted busts, her primary pastime

is painting. Her favorite subjects are wild, untamed men from Earth's rich and colorful history. McGivers' works of art depict such men as Napoleon, Richard the Lionheart, Leif Ericsson, and Flavius, a gladiator. McGivers does nothing to hide her opinion that modern men do not live up to these romantic heroes of the past.

Dream man

In 2267, the *Enterprise* discovers a sleeper ship from Earth's past and revives its leader, **Khan Noonien Singh**. Khan is a handsome, genetically improved superhuman, a product of the **Eugenics Wars** of Earth's late 20th century. He was a tyrant

PROFILE ON MARLA MCGIVERS

NAME: Marla McGivers

LIFE FORM: Human female

STARFLEET RANK: Lieutenant

OCCUPATION: Historian aboard the *U.S.S. Enterprise NCC-1701* [until 2267].

STATUS: Deceased; killed on Ceti Alpha V by the deadly Ceti eel

MARRIED TO: Khan Noonien Singh

HOBBIES: Painting famous men from Earth's rich history

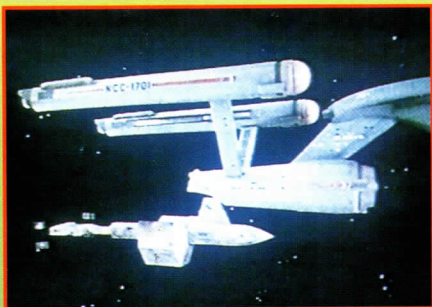
FIRST SEEN: 'Space Seed' (TOS)



▲ **Lt. Marla McGivers is far more loyal to her love of history than she is to her Starfleet duty. When she meets Khan Noonien Singh, he seems to fulfill all her ideals of what a romantic hero should be. Staying with him takes precedence over her Starfleet career.**

LOVE AT FIRST SIGHT

★ **Historic ship**
When the **U.S.S. ENTERPRISE** first discovers the **BOTANY BAY**, the crew do not realize that the ship contains genetically engineered superhumans who escaped from Earth's **Eugenics Wars** in the 1990s.



★ **Long sleep**
McGivers has always considered men from the past to be more colorful than those in the present, but she has never actually met one - until the ENTERPRISE crew revive the superman Khan.

who escaped Earth, along with his followers, to avoid being put to death. Marla is instantly infatuated.

Though she protests that her interest in this man from the past is professional, she begins painting Khan's portrait and arranges a full-dress welcome dinner fit for a Fleet Admiral.

When Khan pursues her, McGivers is surprised, overwhelmed, and also shocked by his bullying manner. But for the first time McGivers, both literally and figuratively, lets her hair down. Khan demands absolute loyalty from her and, desperately afraid of losing him, she



★ **Ideal opportunity for study**
The possibility of making discoveries such as the **BOTANY BAY** is the reason why historians are important members of a Starfleet crew.



★ **Mutual attraction**
To Marla's surprise, Khan is as attracted to her as she is to him. She is prepared to do anything he asks to prove her loyalty.





Marla McGivers



Together
At first, Marla claims that her interest in the handsome, suave visitor is on a purely professional level, but it is obvious that this is not true. She has fallen deeply in love.



Heroes
Marla believes that modern men do not live up to the heroes of the past. One of her hobbies is painting heroic figures from Earth's colorful history, and her obsession with them often leads her to neglect her duties aboard ship.

Dreamer

Marla McGivers is a shy young woman who does not really fit in with Starfleet, and dreams of a more romantic past. Khan is all her fantasies personified, even though he is a cruel dictator.

promises to do anything he asks – including helping him in his attempts to seize the *Enterprise*.

Fortunately, McGivers is uncomfortable with Khan's murderous plans and abandons him long enough to prevent Captain Kirk's death and allow him to retake the ship. But it is too late to save her career.

When Kirk banishes Khan and his followers to **Ceti Alpha V**, a rugged but habitable planet, McGivers opts to accompany them rather than face a court-martial. Khan then dubs her "a superior woman".

At the time that Khan's party is exiled to the planet, it is perfectly fit for human habitation. Kirk believes that making this world into their new home will provide



Conscience

Marla helps Khan to gain control of the U.S.S. *ENTERPRISE*, but when she sees how he uses his power, she begins to have second thoughts. When Khan prepares to kill Kirk, she can take no more.



Fit for a king

Marla organizes a full-dress dinner for Khan aboard the *ENTERPRISE*. Usually, this kind of reception would be reserved for admirals or VIPs – certainly not for criminals such as Khan.



barren wasteland. Khan's followers struggle to survive, and the ordeal proves too much for Marla. She is killed by the deadly **Ceti eel**.

Khan is heartbroken by the loss of his "beloved wife". He never stops blaming Captain Kirk for her death; he believes Kirk should have made regular checks on the party he stranded on Ceti Alpha V, rather than leave them to fend for themselves without the supplies or equipment necessary to overcome the disaster.

If McGivers' old colleagues had ever wondered about how she was coping with her new life, they would perhaps have discovered the tragedy in time to save her. But once she made her choice to side with Khan, she left the U.S.S. *Enterprise* and her **Starfleet** career behind her forever.

SAD FATE

Tragic ending

When the U.S.S. *Reliant* visits the Ceti Alpha system looking for a lifeless planet on which to test the Genesis Device, they have no idea that Ceti Alpha VI no longer exists.

One of the landing party from the *Reliant* is Pavel Chekov, a former crew member of the U.S.S. *Enterprise* who served under

Captain Kirk at the time of Khan's exile and was a colleague of Marla McGivers. Khan remembers Chekov, and is quick to introduce him to the deadly Ceti eels which killed Marla. Chekov protests that they honestly believed Ceti Alpha V would give the exiles a fair chance of life, but Khan is set on revenge.

★ Desolate

The surface of Ceti Alpha V becomes a dustblown desert soon after Marla's former crewmates leave. The harsh conditions are difficult enough even for the genetically engineered superhumans to survive, and prove too much for Marla.



the exiles with enough of a challenge to keep them occupied, but should not prove difficult enough to cause them any harm.

Planetwide disaster

But sadly the planet's new inhabitants have little chance to build a new world. A mere six months after Kirk and the *Enterprise* leave the Ceti Alpha system, the neighboring planet, **Ceti Alpha VI**, explodes, causing an ecological disaster on Ceti Alpha V which leaves the planet a

"You're no mystery to me. I know exactly who you are; Leif Ericsson, Richard the Lionheart, Napoleon. I don't know if you're going to like living in our time."

— Marla McGivers to Khan

FILE 43 STARFLEET PERSONNEL

Lon Suder

To most of his colleagues, the **Betazoid** Lon Suder appears to be a quiet and unassuming man. But this former member of the **Maquis** is driven by powerful and inexplicable urges that force him to kill indiscriminately.

Lon Suder is a **Betazoid** male who joins the **Maquis** and becomes a member of **Chakotay's** cell. He is trapped in the **Delta Quadrant** with the crew of the **U.S.S. Voyager NCC-74656**.

In the **Maquis**, Suder proves to be an effective and deadly soldier, but his attitude worries some of his comrades. In battle, he grows strangely intense, driven and frighteningly cold, losing control and killing far too easily.

Suder's commander in the **Maquis**, **Chakotay**, is concerned by his behavior, and is sometimes forced to pull the **Betazoid** back from unnecessary violence. He fears that when Suder is in

this mood he might even kill his friends. But when **Chakotay's** **Maquis** crew come aboard *Voyager*, he does not tell **Captain Janeway** about Suder's violent tendencies because, as far as he knows, Suder only behaves that way in combat.

Murderous urge

In 2371, *Voyager* **Crewman Frank Darwin** is murdered during his shift in Engineering. The **Doctor** retrieves DNA from Darwin's head wound which proves that Suder was the killer.

Tuvok confronts Suder with the evidence and is puzzled when the crewman promptly confesses. Suder shows no remorse, and Tuvok is confounded by the

PROFILE ON A PSYCHOPATH

NAME: Lon Suder

LIFE FORM: Betazoid male

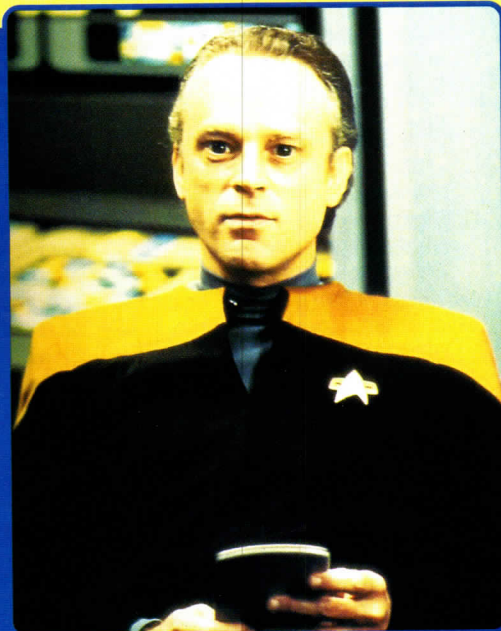
STATUS: Deceased.

POSTING: Crewman (field commission) on the *U.S.S. Voyager NCC-74656*.

FORMER ASSOCIATIONS: Suder is a member of the **Maquis**.

MEDICAL RECORD: Suder displays marked psychopathic tendencies. He has taken life with no apparent motive on several occasions. After mind-melding with Tuvok he gains a measure of self control.

FIRST SEEN: 'Meld' (VOY)



▲ **Suder is driven by inexplicably violent urges. He enjoys killing for its own sake, and before he mind-melds with Tuvok he feels no remorse for his actions. After the meld, his personality alters and he seeks to control himself.**

FORCED TO KILL AGAIN



▲ **Since mind-melding with Tuvok, Lon Suder has sought to control his violent urges. But when the Kazon take control of the U.S.S. VOYAGER he is forced to kill.**

◀ **Suder's Maquis training stands him in good stead. He knows how to move around VOYAGER without being detected, and he manages to kill several Kazon before he is finally shot.**

absence of a logical motive. Suder simply claims that he didn't like the way Darwin looked at him.

Suder's genetic profile shows no indication of psychosis, and his neuro-genetic markers reveal no tendency toward bipolar disorder. His high norepinephrine levels prove

he is driven by a fierce predator instinct, but an elevated norepinephrine reading is a trait he shares with many of his fellow **Maquis**.

Apparently normal

On the surface, Suder appears to be a typical **Betazoid**. But unlike other **Betazoids**, who are extremely sensitive to others' emotions, Suder says he lacks empathetic skills. He also appears to be unusually cut off from his own emotions.

Determined to understand Suder's need to kill, Tuvok mind-melds with the **Betazoid**. The encounter leads him to believe that Suder's lack of appropriate violent outlets prompts him to kill. As is usual, the mind-meld leaves each participant with

OTHER CARDS IN THIS FILE...

52 **CHAKOTAY**

SEE OTHER FILES...

OTHER GROUPS AND

RACES.....File 18

U.S.S. VOYAGER.....File 29

STAR TREK:

VOYAGER.....File 71



Lon Suder

elements of the other's personality. The meld gives Suder a new **Vulcan**-like calm that gives him perspective on his own violent impulses. Captain Janeway dismisses Tuvok's recommendation that she should execute Suder, and instead he is permanently confined to his quarters.

But Tuvok has also been affected by the melding process, and is plagued by violent emotions. In this state he decides to kill Suder without authorization.

New discipline

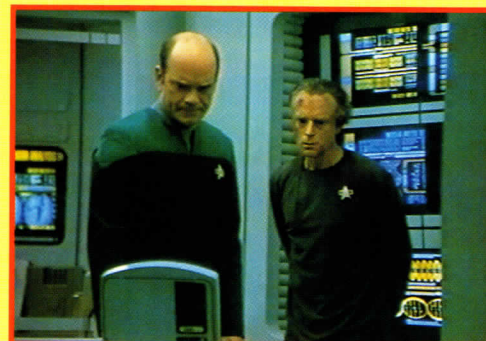
Suder's new perspective gives him a rare vantage point on Tuvok's plight. He points out to Tuvok that he is justifying the expression of his violent impulses by implementing the most logical use of violence – to kill the violent and call it justice rather than vengeance. Both Suder and Tuvok come to learn that either you control violence, or it controls you.

Suder studies meditation with Tuvok and decides to adopt a life of



▶ **On the U.S.S. VOYAGER, Suder is assigned to Engineering. He is an able worker, and most of his colleagues find him quiet and unassuming.**

▶ **Suder informs the Doctor that he has gained some control of his emotions and has no desire to kill anyone, even the Kazon who have invaded the ship.**



nonviolence. By making a constant effort he achieves a degree of control over his need for aggression. He discovers a special aptitude for botany, and successfully creates a new hybrid orchid. Even in confinement, he is eager to become a contributing member of the crew in whatever limited way he can. He is deeply hurt when his request to work in the airponic garden and seek new



◀ **The last time Suder takes a life, it is in a good cause. With VOYAGER under the control of the Kazon, Suder makes his way to Main Engineering and guns down the intruders. But now he is shaken by the deaths: his need for violence has gone.**

DARK MIND

Murderous passions

When Tuvok mind-melds with Suder, it has a serious effect on both of them.

Despite Vulcans' logical demeanor, they were once a violent and warlike people. By following Surak's teachings they learned to suppress their aggressive impulses. However,

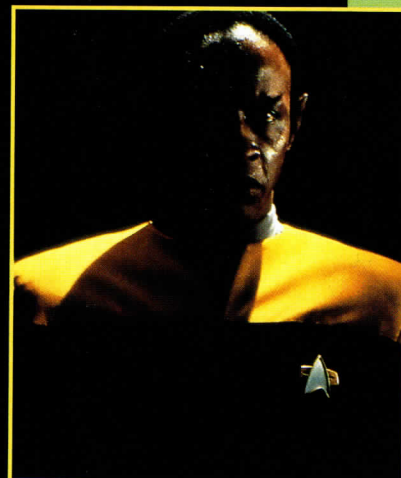
their emotions are kept in check only by rigorous mental discipline. The meld unbalances Tuvok's self restraint, and he becomes uncontrollably violent.

In contrast, Suder benefits from the meld, which gives him the discipline he needs to suppress his lust for aggression. With his newfound self control he becomes a different person, and rejects his former amoral persona.

▶ **On the surface, Suder and Tuvok couldn't seem more different, but both must deal with violent impulses. The mind-meld helps each to understand the other.**



▶ **The mind-meld with Suder forces Tuvok to confront his own darker side. He becomes extremely violent, and finds it almost impossible to control himself.**



▶ **Suder dies in Main Engineering when one of the Kazon invaders shoots him. His final act is to disable VOYAGER's phasers, allowing Tom Paris and a party of Talaxians to retake the ship. Suder seems to find some kind of peace in his own death.**



ways to genetically boost the ship's vegetable production is received with skepticism by Captain Janeway.

Just cause

When *Voyager* is overtaken by Seska and Kazon led by Maje Culluh, Suder is the only living crew member left on board. He

quickly joins forces with the Doctor and is soon placed in a position where he will be forced to kill in order to help rescue his crewmates. Suder fears that once he starts killing he will lose the inner peace he has worked so hard to achieve. The Doctor

convinces him that, in this instance, violence is justified because it is in defense of his life, his crew and his ship.

Suder uses his Maquis training to avoid the Kazon and makes his way to Engineering, where he kills six Kazon engineers. He is affected by their deaths and must summon all his strength to face his former post and disable *Voyager's* phasers. One of the Kazon survives long enough to shoot Suder and, as he dies, contentment sweeps over his face. Suder welcomes his own death. Although his violent impulses have cost countless lives, his controlled use of aggression has ultimately saved *Voyager*.

"Violence is disturbing, but in its own way it can be very attractive. It doesn't require logic; that's what makes it so liberating."

— Suder

FILE 43 STARFLEET PERSONNEL

Dax's Hosts

In the last 300 years or so, the **Dax** symbiont has had eight different hosts. Each of them, from the nervous **Tobin** to the reckless **Torias**, has contributed his or her own strengths and weaknesses to the overall character of each new Dax.

Jadzia is the **Dax** symbiont's eighth host, and combines the strength and experience of all of her predecessors, whose memories the Dax symbiont retains.

Dax's first host was a woman, **Lela**; she was a legislator and one of the first women to serve as a member of the **Trill Council**. Lela Dax had at least one child, a son called **Ahjess**.

After Lela died, Dax was joined with **Tobin**, an extremely shy but intelligent man. Tobin was technically very able, and spent much of his time working on an extraordinary proof of Fermat's last theorem. He also enjoyed magic tricks. Since this joining, Dax has remained interested in science.

A change of direction

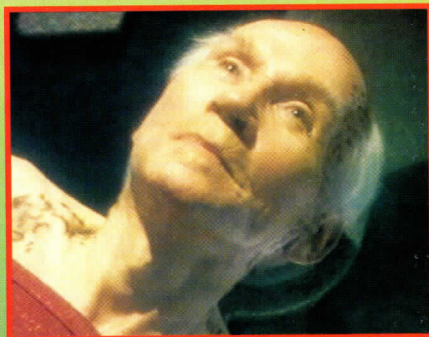
Dax's next host was startlingly different. **Emony Dax** was a professional gymnast and was extremely open and outgoing. She seems to

have had several lovers, among them a young **Leonard McCoy**, whom she met at a gymnastics competition on Earth.

After this, Dax was joined with **Audrid**, another high-ranking female who served as the head of the **Trill Symbiosis Commission**. Audrid was considerably more domestic than Emony and enjoyed her role as a mother to her two children. She died in 2284.

▶ **Lenara Kahn meets Jadzia Dax in 2371. They knew one another in former lifetimes when Nilani Kahn was married to Torias Dax. Custom prevents them from renewing their relationship.**

▼ **Curzon Dax eventually dies in 2367. During a long life he has forged many strong friendships, one of the most important of them with Benjamin Sisko, now captain of DEEP SPACE NINE.**



▶ **The Dax symbiont itself is a small creature which is surgically placed in the host's body. Dax has had eight hosts, including Jadzia, and retains aspects of all their differing personalities.**



PROFILE ON A TRILL

LELA: Female; a member of the Trill Council.

TOBIN: Male; a scientist and mathematician, who is fond of magic tricks.

EMONY: Female; a gymnast.

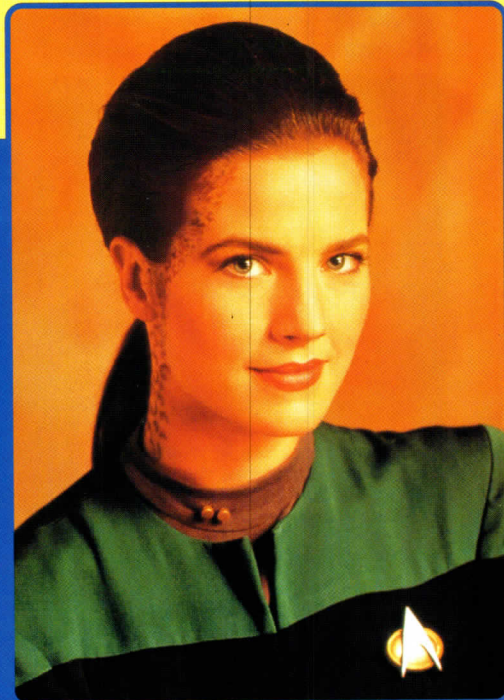
AUDRID: Female; the head of the Symbiosis Commission.

TORIAS: Male; a test pilot, who is killed after only six months.

JORAN: Male; a musician; mentally unstable.

CURZON: Male; a diplomat and friend of Benjamin Sisko.

JADZIA: Female; Science Officer aboard *Deep Space Nine*.



▲ **Jadzia is the Dax symbiont's latest host. She brings her own intelligence and strong will to join with the characteristics of her seven predecessors.**

"I continue to exist, as part of you. Just as Jadzia will go on existing when the symbiont is passed on to a new host." —Torias Dax



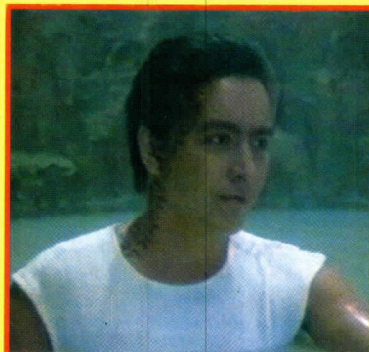
▲ **Jadzia and Dax were joined in 2367, after Curzon's death. Although Jadzia is only in her 20s, she has all of the Dax symbiont's memories, and shares some elements of the former hosts' personalities.**

Dax's next host, **Torias**, was unfortunately very short-lived. Torias Dax was a test pilot and took great pleasure in life and danger. He was married to another joined Trill, **Nilani Kahn**. In 2285, when Torias was preparing to take a shuttle on an impulse test, Nilani warned him that his ship wasn't ready, but Torias ignored her and the next day was involved in a serious shuttle accident. Although he survived, he remained in a deep coma.

Officially the Dax symbiont remained in Torias's body for just under six months until his **isoboramine** level, the neurotransmitter that mediates the synaptic functions between host and symbiont, fell below 40 percent of normal and the symbiont had to be removed. However, in reality, the Dax symbiont was removed from Torias and the Trill Symbiosis

Dax's Hosts

UNWELCOME HOSTS



▶ **Verad succeeds in stealing the Dax symbiont from Jadzia but, under Dax's influence, decides to return it.**

Commission placed it in the body of another host, **Joran**.

Joran was mentally unstable and extremely violent. When he murdered a doctor, the Dax symbiont was removed and placed in a new host, Curzon. The Commission placed a memory block on Dax to cover up their mistake. Years later, Jadzia Dax overcomes this block.

Curzon was a male Trill ambassador; he and Dax remained joined for 82 years until Curzon

◀ **When her suppressed memories about Joran Dax re-emerge, Jadzia returns to the Trill homeworld, where she discovers what happened. She is reunited with her memories of Joran in the caves of Mak'ala.**



died of old age.

Curzon had a number of eccentric characteristics, including a fear of heights, having once fallen. He was constantly running late and had a wild streak, once being thrown out of the **Barros Inn** in the **Rigel System** after setting fire to it as part of a bet. Curzon said there was an exception to every rule, and he usually went out of his way to find it.

In his capacity as a **Federation** ambassador, Curzon was involved with negotiations with the **Klingon Empire** following the diplomatic breakthrough at the **Khitomer** conference. He befriended the Klingons **Kang**, **Kor**, and **Koloth**, and was made godfather to Kang's son. Curzon swore a blood oath with the three Klingons to avenge the deaths of all their firstborn children by killing the renegade known as the **Albino**.

Curzon had a long friendship with **Benjamin Sisko**. They first met on the **Pelios Station** and served on the **U.S.S. Livingston** together. Curzon threw Sisko's bachelor party and attended his wedding.

Curzon had quite a reputation as a womanizer. During the 2330s, he served as a Federation mediator on **Kalestron IV** during their period of civil war. He became friends with **General Ardelon Tandro** while there, and carried on an affair with his wife. Few attractive women escaped Curzon's attentions.

Most unorthodox of all, Curzon fell in love with the Dax symbiont's next host, the beautiful and intelligent **Jadzia**. Their paths crossed when Jadzia went to

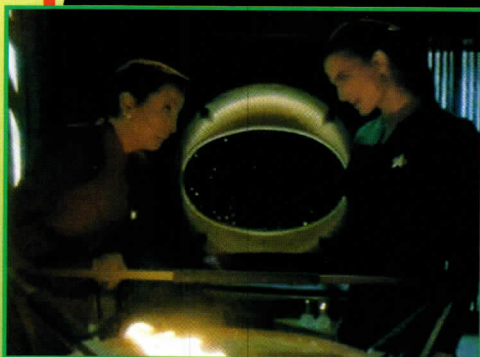
Curzon Dax for assessment. He found himself deeply attracted to her and, fearing that she would discover how he felt, recommended that she be dropped from the initiate program. However, he later relented and Jadzia, who reapplied to the program, was reinstated at his request, becoming the only Trill to ever be readmitted. When Curzon dies in 2367, Jadzia becomes the Dax symbiont's next host.

Worthy host

Jadzia briefly loses Dax, and almost her life, when **Verad**, a Trill rejected by the **Symbiosis Evaluation Board** as an unsuitable candidate for hosting, forces **Dr. Bashir** to remove Dax and place it inside him instead. But Verad is persuaded to change his mind, and the symbiont is restored to Jadzia.

As Jadzia, Dax maintains a close friendship with Ben Sisko, but Trill traditions prevent her from re-establishing relationships with Trills that she knew in any of Dax's former lives. Jadzia combines all of her predecessors' strengths, and has shown herself to be a worthy successor in the continuing line of hosts to the Dax symbiont.

THE PREVIOUS HOSTS RETURN



▶ **Jadzia performs the zhian'tara ritual to meet Dax's previous hosts. Each one 'possesses' the body of one of her colleagues; Kira is taken over by the first host, Lela.**



▶ **Leeta is the perfect 'host' for Emony, a gymnast who took great pleasure in life. Emony feared that being joined would affect her sense of balance, but found that it actually improved her concentration.**



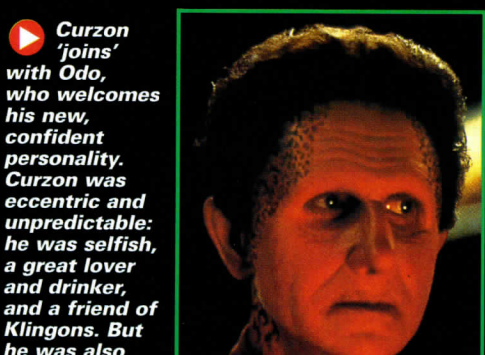
▶ **The fourth host, Audrid, takes over the body of Quark, who is initially reluctant to take part in the ritual. Audrid was another powerful Trill female, combining motherhood with heading the Trill Symbiosis Commission.**



▶ **Torias takes over Dr. Bashir's body. He and Dax were joined for only six months before Torias, who believed in living life to the full, was involved in a shuttle accident.**



▶ **Joran contributed some of the darker, but perhaps stronger, elements to Dax's personality. During the zhian'tara his mind is placed in Commander Sisko's body, and he becomes violent, attacking Jadzia.**



▶ **Curzon 'joins' with Odo, who welcomes his new, confident personality. Curzon was eccentric and unpredictable: he was selfish, a great lover and drinker, and a friend of Klingons. But he was also a skilled diplomat, perceptive and reliable, who counted Sisko as a friend.**

Subspace Armband

When a team from the *U.S.S. Enterprise NCC-1701-D* encounters a temporal disturbance, **Data** and **Geordi** adapt an armband to generate a skin-tight subspace field which will keep the wearer outside the normal space-time continuum.



▲ Geordi has to use precision tools to modify the subspace field generated by the armband.

In 2369, a party led by **Captain Jean-Luc Picard** discovers the *U.S.S. Enterprise NCC-1701-D* and a *Romulan Warbird* frozen in space. Investigations reveal that both ships have been caught in a temporal disturbance which affects the rate at which time passes within a spherical region of space.

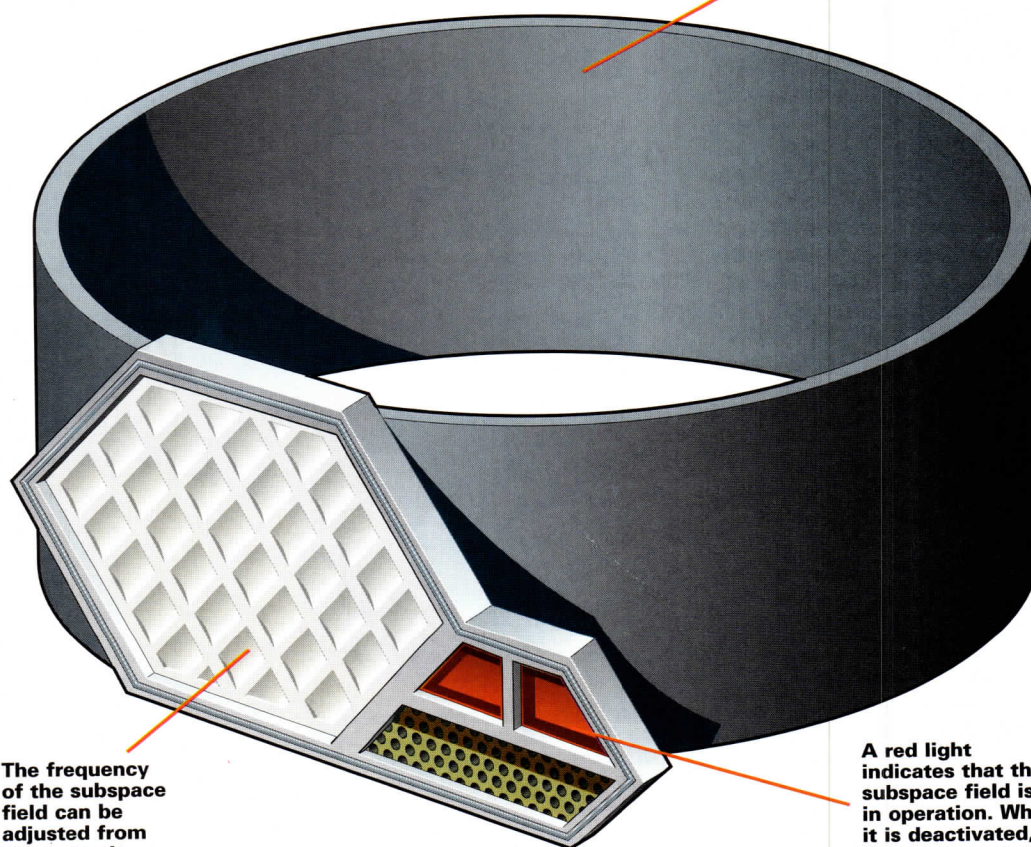
Captain Picard's team is unable to enter the disturbance without being affected. Brief contact with a similar disturbance results in Picard's hand aging several months, and it is obvious that prolonged exposure could prove fatal. However, if Picard's team is to stand any chance of rescuing the *Enterprise* and its crew from the disturbance, it is clear that they will have to board the ship.

Commanders Data and **La Forge** develop a means of overcoming their dilemma. They adjust their *Runabout's* **Emergency Transporter Armbands** to generate a subspace field around the wearer.

Dangerous device

Because subspace exists outside the normal space-time continuum, anyone inside a subspace field will be unaffected by the temporal disturbance. In order for the wearer to interact with objects in normal space-time the field must be skin tight, and this is achieved by precisely modulating the field using the armband's **type-7 phase discriminators**. Unfortunately, this adapted armband has its drawbacks. The armband can only maintain a field for approximately an hour, and because humans are not accustomed to subspace the wearer may experience some sensory confusion which results in dizziness. Further complications arise when it becomes apparent that the subspace field cannot completely isolate the wearer. As a result, he or she is subjected to extreme neurophysiological stress – a kind of temporal narcosis.

Subspace armband



An adjustable strap is used to attach the armband to the upper arm.

The frequency of the subspace field can be adjusted from this console. This is not a simple operation, and requires precision tools.

A red light indicates that the subspace field is in operation. When it is deactivated, the wearer returns to the normal space-time continuum.



◀ Data adjusts a standard Starfleet Emergency Transporter Armband to generate a localized subspace field around the wearer. The armband has enough power to maintain the field for about an hour, but the user may experience some sensory confusion and dizziness.

▼ The armbands generate skin-tight subspace fields around the *U.S.S. ENTERPRISE* team. The fields are precisely modulated so that the wearer can still interact with objects in normal space-time.



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Time-Travel Armband

Starfleet has discovered various means of traveling through time, one of which involves the use of a quantum singularity and highly toxic delta series radioactive isotopes which can be administered using an armband.

In 2371, Miles O'Brien, the Chief of Operations on *Deep Space Nine*, finds himself regularly jumping several hours into the future, where he remains for a few minutes before returning to his own time. It is established that these time jumps are the result of an accident in which the Chief absorbed high levels of delta series radioactive isotopes.

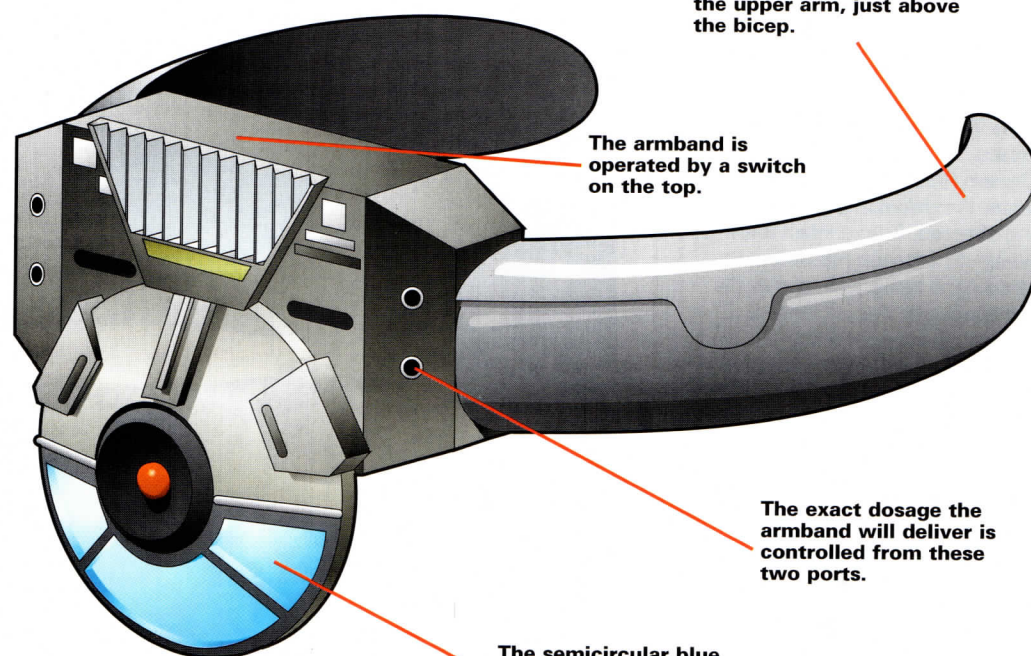
These isotopes are interacting with an unexplained quantum singularity to pull the Chief through time like a magnet. By the time the crew realize what is happening, the Chief has witnessed the destruction of the station in the future. It is decided to send O'Brien into the future again to find out exactly what will happen.

Controlled jump

The difficulty lies in controlling the amount of time O'Brien will jump into the future. However, this can be affected by matching the frequency of the singularity and manipulating the decay constant of the isotopes. Unfortunately, this is not a precise science, and the amount of time the Chief will jump can only be calculated to within 60 minutes.

Dr. Bashir fits O'Brien with an armband which he has adapted to flood his system with delta series isotopes. A two-rad dose of

Time-travel armband



The armband has been designed so that when it is activated again it will return the wearer to the present.

The semicircular blue lights indicate that the armband has been activated.

The armband clips onto the upper arm, just above the bicep.

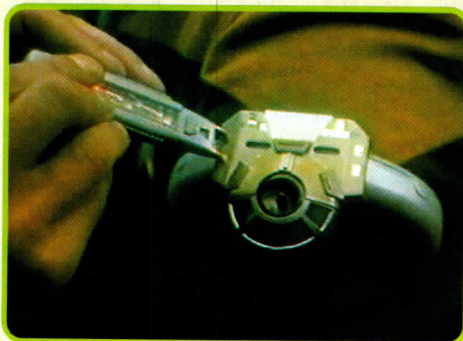
The armband is operated by a switch on the top.

The exact dosage the armband will deliver is controlled from these two ports.

isotopes will trigger a time jump. But the delta series isotopes are highly toxic, and once the time jump has been initiated the Chief will have only minutes to act before he is killed.

The armband is worn on the upper arm, and the delivery system can penetrate O'Brien's clothing. The armband is activated by a switch on the top; when it is operational a semicircular blue light

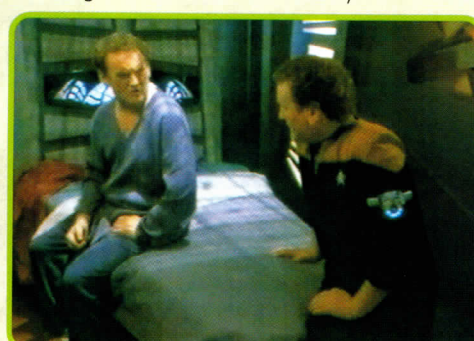
can be seen. The armband has been set up so that when the Chief activates it again, it will return him to his own time, where the dangerous isotopes can be eliminated from his system.



Dr. Bashir makes some final adjustments to the armband before the Chief attempts to initiate a time jump. Bashir has set the armband to deliver a two-rad dose of isotopes.



The time jump is initiated by a control on the top. The semicircular blue light indicates that the armband is operational. The next time the armband is used, it will return the Chief to the present.



In the future, the Chief meets himself and explains the situation. However, his system has been flooded with dangerous radioactive isotopes and he has little time in which to act.



This armband, which administers delta series isotopes, is one of the more unusual time-travel devices.



FILE 71 STAR TREK: VOYAGER

'Alliances'

In the face of devastating attacks by the Kazon, Captain Janeway begins to think the unthinkable and considers making a deal with the enemy. But the complexities of Kazon politics and their relationship with the Trabe are far more dangerous than she ever imagined.

'ALLIANCES'

"Captain, this was the fourth attack in two weeks. We've lost three crew members to the Kazon; a dozen more have sustained serious injuries. This ship has taken so much damage we'll be lucky to get warp drive online again ... I don't think we can afford to keep doing business as usual."

— Chakotay

After a series of damaging attacks on the **U.S.S. Voyager NCC-74656** by the **Kazon**, **Chakotay** persuades **Captain Janeway** that they should consider making a deal with one of the Kazon sects. Janeway reluctantly agrees, and sends **Neelix** to a nearby Kazon planet while she contacts **Seska** and **Maje Culluh** of the **Nistrim**.

Culluh is interested in an alliance, but insists on an exchange of crew members. Janeway refuses, and tells him to leave.

Meanwhile, Neelix is captured and imprisoned with a group of **Trabe**, but they are soon rescued by another party of Trabe and make contact with *Voyager*. The Trabe leader, **Mabus**, comes aboard and explains that the Kazon were once persecuted by the Trabe, but rebelled and took their technology. The Trabe now live in fear of the Kazon, who are hunting them down.

A **Maquis** crewman, **Jonas**, is concerned about Captain Janeway's scheme, and contacts Seska, offering his help.

A chance for peace

Convinced that a deal with the Kazon is impossible, Janeway considers an alliance with the Trabe. Mabus suggests summoning the Kazon leaders to a conference and trying to make peace. Meanwhile Neelix discovers that someone is planning to attack the conference, but doesn't know who.

All the Kazon Majes attend the meeting, but it is clear that they are very suspicious of the Trabe. When Mabus suggests withdrawing for a consultation, Janeway realizes what is happening and warns the Majes to take cover. Suddenly, a Trabe vessel appears at the window. The *Voyager* party beams away, and the Majes manage to avoid the Trabe's weapons fire. Seconds later, *Voyager* destroys the Trabe ship. Horrified by Mabus' actions, Janeway transports him back to his own vessel and, sadder but wiser, the crew continue their journey toward the **Alpha Quadrant**.

ON SCREEN...



1 Neelix is sent to make contact with one of the Kazon sects, but is arrested and imprisoned. His fellow captives are members of the Trabe, a race that once kept the Kazon in slavery.



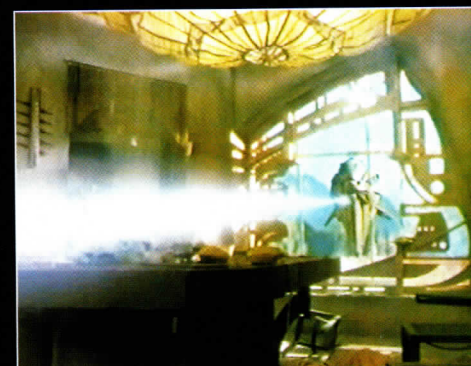
2 The U.S.S. VOYAGER faces an entire fleet of RAIDERS. Luckily for Janeway, these ships are not controlled by the Kazon but by their former masters, the Trabe, who may become powerful new allies.



3 At dinner, Mabus explains that after the Kazon overthrew the Trabe they were determined to make their former masters' lives impossible, and have prevented them from finding a new homeworld.



4 Janeway organizes a conference with all the Kazon Majes, and she and Mabus greet their enemies at the door. Janeway has no idea that the conference is really a trap planned by the Trabe.



5 A Trabe ship appears at the window of the conference room, and fires inside in an attempt to kill the Majes.



6 Back aboard VOYAGER, Janeway and her party are furious with Mabus and his brutal plan to kill the Kazon.

STARSHIP FACTS

Jonas's initial communications with Seska are not detected by VOYAGER security officers, and he remains in regular contact with her.





'Threshold'

Breaking the warp 10 barrier could propel Tom Paris into the history books and provide the *U.S.S. Voyager NCC-74656* with a means of returning home in the blink of an eye. But no one knows what will happen to anyone who travels at the speed of infinity.

'THRESHOLD'

"Nothing in the universe can go warp 10 – it's a theoretical impossibility. In principle, if you were ever to reach warp 10 you'd be traveling at infinite velocity."

– Harry Kim

Tom Paris, B'Elanna Torres, and Harry Kim have been experimenting with a new form of **dilithium** which may enable them to design an engine that can attain **warp 10**. Their efforts meet with little success until they realize that not all of the shuttle is reaching the same speed. With **Captain Janeway's** blessing, Tom prepares for a manned test flight.

The **Doctor** checks Tom's medical records and advises Captain Janeway that there is a slight chance he will suffer a brain hemorrhage. He suggests that Harry take his place, but Tom persuades Janeway to let him make the flight and become part of history.

The test flight is a success, but as soon as Paris breaks the warp 10 barrier the shuttle vanishes. It reappears a few seconds later; Paris appears to be asleep, but the Doctor easily revives him, and tests show that he is perfectly healthy.


Sudden evolution

The shuttle's sensor logs are crammed full of valuable information. That evening, Tom collapses in the mess hall. The Doctor does everything he can to help, but Paris dies in sickbay.

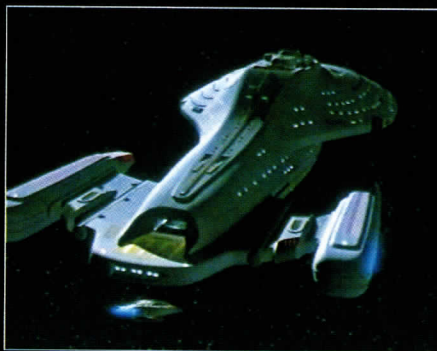
That night the Doctor hears a noise, and is amazed to discover that Paris is alive again, and that he now has two hearts. Paris's DNA is rewriting itself and transforming him into a new life form. His personality is becoming erratic, and he begs to be let off the ship. When the Doctor tries to force Paris's DNA to revert to normal, a desperate Tom makes his escape. Kidnapping Captain Janeway, he returns to his shuttlecraft and escapes from *Voyager* at warp 10.

Voyager eventually finds the shuttle on a deserted planet. Both Paris and Janeway have evolved into some kind of amphibious creature, and, incredibly, seem to have produced offspring. Thankfully, the Doctor is able to restore them to normal and, a little embarrassed, they return to their stations on the bridge.

STARSHIP FACTS

 Theoretically, anyone traveling at warp 10 is moving at infinite speed and physically occupies every point in the universe simultaneously.

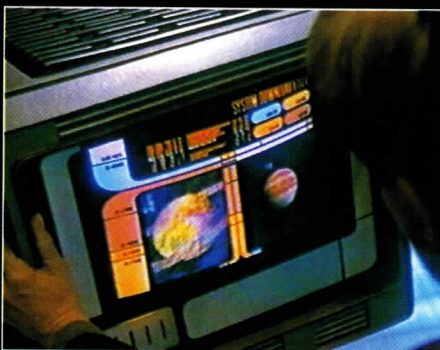
ON SCREEN...



1 Despite the Doctor's reservations, Tom takes his modified shuttle, the **COCHRANE**, from the *U.S.S. VOYAGER* and prepares for his historic test flight.



2 In the shuttle, Paris monitors the controls that will show him when he has broken the last great speed barrier known to man.



3 During the warp 10 flight, Tom's shuttle gathers an enormous amount of valuable navigational information on the sector before the sensors finally overload.



4 The warp 10 flight has had an unexpected effect on Paris. He develops an allergic reaction to water, dies, and is reborn. Then his body begins to change radically.



5 Desperate to escape from *VOYAGER*, the 'evolved' Paris kidnaps Captain Janeway and takes her to his shuttle. The *VOYAGER* crew pursue him, but he escapes at warp 10.



6 Captain Janeway is also affected by traveling at warp 10 and evolves into a strange creature, like Paris. The crew find infant creatures too, and realize that the two officers have mated.



'Operation Annihilate'

A trail of insanity leads the *U.S.S. Enterprise NCC-1701* to the planet Deneva, the home of Captain Kirk's brother, Sam, and his family. It emerges that the madness is caused by alien parasites, who soon infect Mr. Spock.

CAPTAIN'S LOG

STARDATE: 3287.2

"The mass insanity we have tracked across this section of the Galaxy seems to have already touched Deneva. That planet, colonized over a century ago, is one of the most beautiful in the Galaxy."

The crew of the *U.S.S. Enterprise NCC-1701* are worried that the planet Deneva may fall victim to an outbreak of mass insanity. As they approach the planet, a Denevan ship flies straight into the sun; just before he dies, the pilot shouts: "I'm free!"

Kirk takes a party down to the surface, which at first seems deserted. After fighting off some insane colonists, Kirk heads for his brother Sam's lab; Sam is already dead, but Dr. McCoy is able to transport Sam's wife, Aurelan, and son, Peter, back to the *Enterprise*.

Aurelan dies in agony aboard the ship, but manages to explain that alien parasites came to Deneva eight months earlier and are forcing the colonists to build ships. Kirk returns to Deneva, and he and the landing party soon find the aliens. The creatures are immune to phaser fire, and one of them latches on to Spock's back. Kirk pulls the creature off, but it is too late: it has entwined its tissue with Spock's neural system, and tries to control him by generating pain.

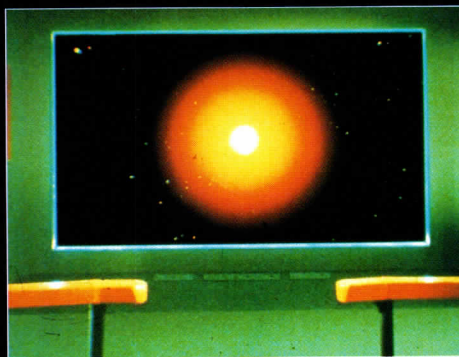
Fighting back

Spock insists that he can ignore the pain, and returns to the surface to collect an alien which they can experiment on. Back on the *Enterprise*, he and McCoy try to find a way to kill the parasites, but nothing works. Kirk discovers the answer when he realizes that the Denevan pilot was exposed to a massive amount of light. McCoy exposes Spock to the full spectrum of light, killing the parasite, but leaving the Vulcan first officer completely blind.

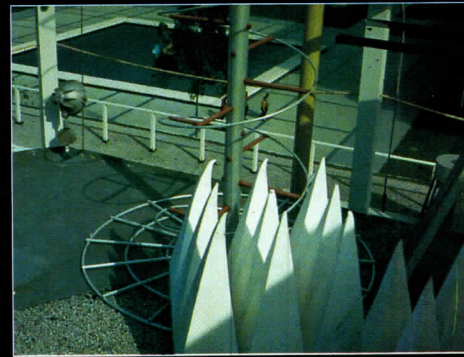
Test results show that Spock's sight could have been saved, because the parasites only react to ultraviolet light. Armed with this information, the *Enterprise* bombards Deneva with ultraviolet light, finally killing all of the parasites.

Kirk is recording his report when Spock returns to the bridge. He has recovered his sight, thanks to his Vulcan inner eyelids, which protected his eyes from the light.

ON SCREEN...



1 Driven mad by neural parasites, the Denevan pilot flies his ship into the sun, where it burns up. At the last moment he is freed from the parasites' influence.



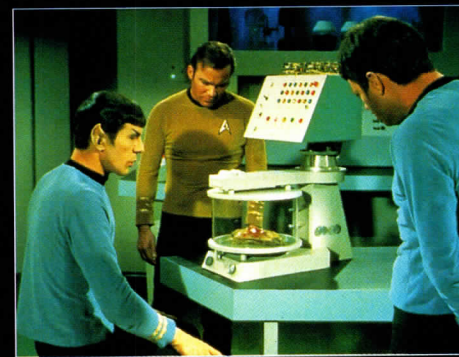
2 Captain Kirk leads a party down to the surface of Deneva, which is strangely deserted. The landing party are soon attacked by a small group of Denevans.



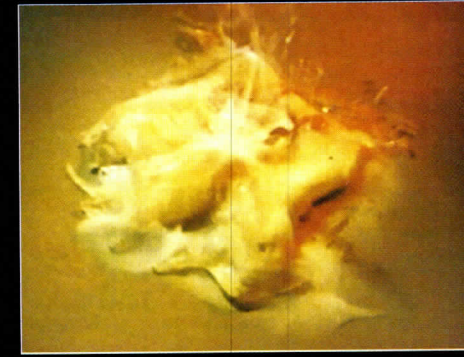
3 Aurelan Kirk dies aboard the *U.S.S. ENTERPRISE* in excruciating pain as a result of the neural parasites, and is unable to give much help to the crew.



4 The landing party find the parasites clinging to the city's walls. The parasites attack the crew, and seem to be immune to phaser fire.



5 Kirk and McCoy try everything they can think of to kill the parasites, without success. It looks as if Kirk will have to kill everyone who has been 'infected'.



6 The ultraviolet light kills all of the parasites, leaving their human hosts unharmed. The parasites' reign of terror is finally over.

STARSHIP FACTS

Kirk's brother Sam – full name George Samuel Kirk – is a research biologist. Apart from Peter, he has two other sons.





'Catspaw'

Investigating the disappearance of a *U.S.S. Enterprise* landing party, Captain Kirk encounters Sylvia and Korob, two powerful beings who appear to control reality with magic. But the stress of a physical existence seems to have driven Sylvia dangerously mad.

The *U.S.S. Enterprise* NCC-1701 loses touch with all but one member of a landing party that includes **Scotty** and **Sulu**, down on the surface of **Pyris VII**. The crewman is beamed up, but dies on the transporter pad. A mysterious voice warns **Kirk** to stay away from the planet, but he is determined to rescue the others, and beams down with **Spock** and **McCoy**.


Three witches appear and warn Kirk away; then they vanish, and the group find a castle. They begin to explore, but the floor collapses, and when they recover they are chained to a dungeon wall. Scotty and Sulu arrive, but are in some kind of trance. They release the three and take them to a lavish chamber, where a man called **Korob** greets them. After talking to his cat, he conjures up a feast and offers them jewels if they agree to go. Kirk refuses, and the cat leaves, but returns as a beautiful woman, **Sylvia**.

Insane alien

Kirk grabs Scotty's **phaser** but is forced to back down when Sylvia dangles a model of the *Enterprise* over a naked flame, subjecting the real ship to dangerous heat. Kirk and Spock are taken back to the dungeon, and Spock theorizes that Korob and Sylvia have somehow tapped into the human subconscious. Sylvia summons Kirk and tells him that she enjoys her physical existence and wants his help to explore it. Kirk kisses her, but when she realizes that he is using her she is enraged and sends him away.

Korob arrives and releases Kirk and Spock, telling them that Sylvia has gone mad. He leads them away, but Sylvia, in the form of a giant cat, chases them. She knocks Korob down, but Kirk grabs the source of his power, a staff. Sylvia desperately tries to persuade Kirk to give it to her, but Kirk smashes the staff and the castle disappears. The landing party are back to normal, and Sylvia and Korob have been returned to their natural form – small blue creatures who soon die, unable to survive unaided.

STARSHIP FACTS

 The staff is actually a device called a **transmuter**, which Sylvia and Korob use to focus and amplify their powerful thoughts.

CAPTAIN'S LOG

STARDATE: 3018.2

"Crewman Jackson is dead and there are no apparent physical causes. Mr. Scott and Mr. Sulu are still out of touch on the planet below ... I am beaming down to the planet's surface to find my two missing crewmen and discover what killed Jackson."

ON SCREEN...



1 Kirk's party are surprised to discover fog down on the planet. Readings on the surface appear quite different from those in orbit.



2 Korob seems to be responsible for everything that has happened. He is apparently an amazingly powerful magician.



3 Spock realizes that the dungeons, the witches, even the black cat, are all images drawn from the human collective subconscious.



4 Korob is worried that the stress of adopting a physical form, and the accompanying sensations, have driven Sylvia mad.



5 Kirk ignores Sylvia's pleas and smashes the transmuter, destroying everything that she and Korob created, and freeing his crewmen.



6 Without the transmuter, Sylvia and Korob return to their natural forms, which are incapable of surviving in our Galaxy.



C continued

cellular disruption

The eruption of individual cells within a body, resulting in agonizing death. **Losira** used cellular disruption to kill interfering outsiders at the **Kalandan Outpost**. (*Starship Log*: 'That Which Survives' [TOS]) **SEE FILES 18, 68**

cellular kinetics profile

The physiological analysis of an organism's cell growth and activity, often used to determine the subject's age. (*Starship Log*: 'The Abandoned' [DS9]) **SEE FILES 16, 70**

cellular metamorphosis

This is the method used by most shapeshifting life forms to assume the appearance of another entity. The technique also has a medical application and can be used to revitalize an individual. (*Starship Log*: 'Whom Gods Destroy' [TOS]) **SEE FILES 43, 68**

cellular mitosis

This is the process by which cells replicate, also called karyokinesis. **Dr. Bashir** believed the mitosis of a **Jem'Hadar** youth rescued in 2371 was artificially enhanced. (*Starship Log*: 'The Abandoned' [DS9]) **SEE FILES 16, 70**



◀ **Dr. Bashir's analysis of a Jem'Hadar youth showed that his cellular mitosis had been accelerated by the Founders, making him grow at an unnaturally fast rate.**

cellular peptide

A compound comprising two or more amino acids that is essential to human biochemical function. Cellular peptides were drained by the interphasic organisms that afflicted the **U.S.S. Enterprise** in 2370. (*Starship Log*: 'Phantasms' [TNG]) **SEE FILE 69**

cellular toxicity

The level of unprocessed biological and dangerous waste in the cells of a life form. Following a lung operation in 2371, **Neelix's** system experienced an unhealthy rise in cellular toxicity. (*Starship Log*: 'The Phage' [VOY]) **SEE FILE 71**

cellulose

A complex carbohydrate composed of glucose units that forms the main constituent of the cell wall in Earth plants. The **U.S.S. Voyager's** replicators had difficulty producing vegetables containing cellulose in 2371. (*Starship Log*: 'Deadlock' [VOY]) **SEE FILES 29, 70**

Celtris III

A desolate planetoid where **Jean-Luc Picard** was apprehended by **Cardassian** forces in 2369. (*Starship Log*: 'Chain of Command', Part I [TNG]) **SEE FILES 3, 13, 69**



▶ **The Vhnori believe that after death they pass into the Next Emanation. They use cenotaphs to commit ceremonial suicide, before the body of the deceased passes into another dimension.**

cenotaph

A monument honoring a dead being whose remains lie elsewhere. The **Vhnori** transference ritual, in which the recently departed were delivered to the **Next Emanation**, utilized an elaborate cenotaph. (*Starship Log*: 'Emanations' [VOY]) **SEE FILES 18, 71**

central axonal pathways

The course of nerve fibers that generally conduct impulses away from the body of nerve cells. In order to diagnose **Bareil's** neural breakdown, **Dr. Bashir** mapped his axonal pathways. (*Starship Log*: 'Life Support' [DS9]) **SEE FILES 47, 70**

Central Bureau of Penology

Located in Sweden, this institution maintains a large archive related to criminal punishment and reform. In 2266, the **U.S.S. Enterprise** conveyed research materials from here to the **Tantalus V** penal colony. (*Starship Log*: 'Dagger of the Mind' [TOS]) **SEE FILES 4, 68**

Central Command

SEE Cardassian Central Command SEE FILE 13

central control complex

The apparatus by which the android entity known as **Norman** commanded and operated the 207,809 androids on the planet where **Harry Mudd** was exiled. (*Starship Log*: 'I, Mudd' [TOS]) **SEE FILES 44, 55, 69**

Central Core

The hub of the **Deep Space Nine** station, located within the habitat and docking rings. It contains **Ops** and the **Promenade**, and supports the sensor arrays and main power units. (*Starship Log*: 'Distant Voices' [DS9]) **SEE FILES 27, 70**

Central Gallery, Ligobis X

A fine arts museum where **Julian Bashir** once saw an exhibition of the memorably large canvasses created by the painter **Gideon Seyetek**. (*Starship Log*: 'Second Sight' [DS9]) **SEE FILES 43, 70**

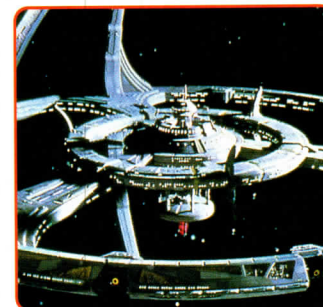
Central Museum

The repository where the **Hur'q** race displayed the treasure they plundered, including the **Sword of Kahless**, the most revered icon in all of **Klingon** history. (*Starship Log*: 'The Sword of Kahless' [DS9]) **SEE FILES 11, 70**

cellular disruption
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Central Museum
Centurion
cerebellum
Cerebus II
Ceremony of Reconciliation
Certification of Dismemberment
cervantine
Cestus Comets
Cestus III
Cetacean Institute
Ceti Alpha V
Ceti Alpha VI
Ceti eel
cha Worl Toh'gah-nah lo Pre'tOk
cha'Dich
CHAH-mooz-ee



▶ **All of the 207,809 androids on planet Mudd are controlled by a device known as the central control complex.**



▶ **The Central Core contains many of DEEP SPACE NINE's essential areas, including Ops and the Promenade. It is heavily armed and is connected to the habitat ring by three corridors.**



Centurion A rank held by **Romulan** officers. Centurions are often posted to Romulan space vessels. (*Starship Log*: 'Balance of Terror' [TOS]) **SEE FILES 12, 49, 68, 69**

cerebellum Area of the human brain that regulates voluntary muscular movement and maintains balance. A slight enzymatic imbalance in **Tom Paris**'s cerebellum almost prevented him from making his **warp 10** test flight. (*Starship Log*: 'Threshold' [VOY]) **SEE FILES 43, 71**

Cerebus II The inhabitants of this planet used a combination of plant and pharmaceutical substances to counter the human aging process. The treatment was extremely risky and painful. (*Starship Log*: 'Too Short A Season' [TNG]) **SEE FILES 3, 43, 69**

Ceremony of Reconciliation A ritual conducted in the *Enterprise*'s holodeck that consummated a peace treaty between the states of **Valt Minor** and **Krios**. During the ceremony the **empathic metamorph**, **Kamala**, was married to **Chancellor Alrik**. (*Starship Log*: 'The Perfect Mate' [TNG]) **SEE FILES 3, 18, 69**



◀ **Kamala is married to Chancellor Alrik in the Ceremony of Reconciliation on the U.S.S. ENTERPRISE. As an empathic metamorph she has the ability to become exactly what a man wants, but unknown to Alrik she has already modeled herself on Captain Picard's desires.**

Certification of Dismemberment A **Ferengi** document that authenticates the origin of body parts sold as collectible and speculative artifacts. **Quark** has trafficked in bogus remains using fraudulent certificates. (*Starship Log*: 'The Alternate' [DS9]) **SEE FILES 14, 51, 70**

cervaline A medication used during the synaptic transfer from the **Vidiiian** female **Danara Pel**'s diseased body to a holographic one created by the **U.S.S. Voyager**'s **Doctor**. (*Starship Log*: 'Life Signs' [VOY]) **SEE FILES 18, 43, 71**

Cestus Comets One of six baseball teams in a league on **Cestus III**. The Comets played the **Pike City Pioneers** in a game that **Benjamin Sisko** and **Kasidy Yates** listened to together. (*Starship Log*: 'Family Business' [DS9]) **SEE FILES 3, 44, 70**

Cestus III A planet on the other side of the **Federation** from **Deep Space Nine**. It was once wiped out by the **Gorn**, but still has human colonists. Cestus III has a thriving baseball league. (*Starship Log*: 'Arena' [TOS]) **SEE FILES 3, 44, 68, 70**

Cetacean Institute The aquatic education and research establishment, north of San Francisco, where **Kirk** and **Spock** located two humpback whales and met **Dr. Gillian Taylor**, during their 20th-



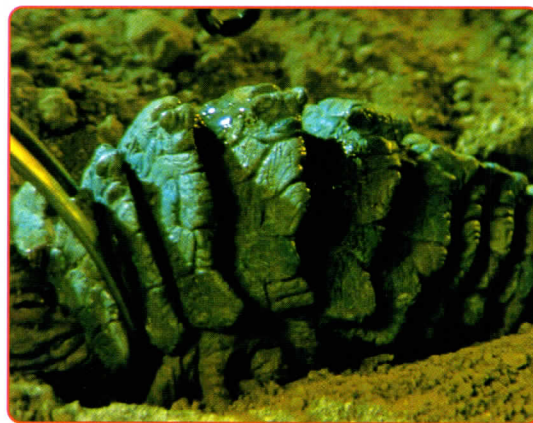
◀ **The Cetacean Institute in the California Bay area is dedicated to the study of marine life. One of the marine biologists who works there, Dr. Gillian Taylor, helps Kirk and Spock to take two humpback whales, George and Gracie, to the 23rd century.**

century 'whale rescue mission'. (*Starship Log*: **Star Trek IV: The Voyage Home**) **SEE FILES 44, 75**

Ceti Alpha V Planet where **Khan Noonien Singh** and his followers were stranded by **Captain Kirk** in 2267, six months before the environment was ruined by the destruction of **Ceti Alpha VI**. Eighteen years later, the **U.S.S. Reliant** stumbled upon Khan during a survey mission. (*Starship Log*: 'Space Seed' [TOS]; **Star Trek II: The Wrath of Khan**) **SEE FILES 3, 44, 73**

Ceti Alpha VI Sister planet to **Ceti Alpha V**. It exploded in 2267, causing devastating climatic changes on Ceti Alpha V. (*Starship Log*: **Star Trek II: The Wrath of Khan**) **SEE FILES 3, 44, 73**

Ceti eel A burrowing, gastropod-like invertebrate native to **Ceti Alpha V**. Their parasitic larvae enter the ear of a humanoid host and mature within its brain, causing severe pain and, usually, death. (*Starship Log*: **Star Trek II: The Wrath of Khan**) **SEE FILES 3, 73**



◀ **Ceti eels are dangerous creatures. Their larvae grow inside the brain of a living host, who is rendered highly suggestible. When the eel reaches a certain stage of maturity it almost always results in the death of the host, who dies in agony.**

cha Worf Toh'gah-nah lo Pre'tok Rough **Klingon** translation of the English-language folk ditty, 'For he's [Worf's] a jolly good fellow.' (*Starship Log*: 'Parallels' [TNG]) **SEE FILES 11, 69**

cha'Dlch In **Klingon** culture, the individual who acts as a lieutenant or adjutant to a warrior during a ritual challenge. The **cha'Dlch** assumes the responsibility of combating the challenger or accuser. (*Starship Log*: 'Sins of the Father' [TNG]) **SEE FILES 11, 43, 44, 69**

CHAH-mooz-ee An ancient healing symbol carved into rocks or trees that have been used by an aboriginal culture. It serves as a blessing of thanks or forgiveness to the land. (*Starship Log*: 'Tattoo' [VOY]) **SEE FILES 3, 18, 71**